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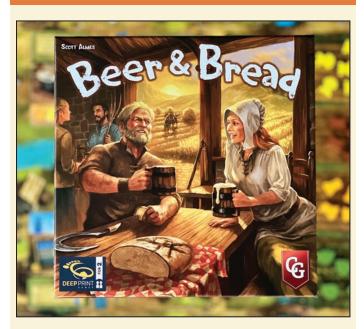
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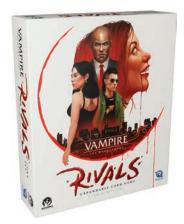
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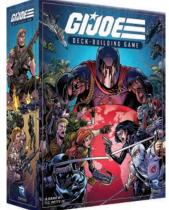
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276 FROM THE EDITOR

Greetings Dear Readers!

Welcome to your February 2023 issue of Game Trade Magazine! Winter weather is upon us and that means it's quality board game season.

Now, if you're anything like me, you're already amply stocked with some great games, but we have a few more you might like in this

First up is Beer & Bread from Capstone Games. This two-player game is played over six seasons, with waxing and waning resources, as players compete to brew the most beer and bake the most bread in a friendly rivalry between villages.

Next up, we have a love letter to video games from a bygone age: Trick Or Treat Studios has revisited a Macintosh and Nintendo classic and have brought it to the tabletop as Shadowgate, The Living Castle.

In Shadowgate, players gain XP by undergoing quests, defeating monsters, and more. Can you assemble the Staff of Ages in time to defeat the Warlock Lord's plans?

Of course, if you prefer something a bit lighter, the latest addition to the HeroClix universe might be for you! With HeroClix Iconix, WizKids is revisiting some of the more celebrated moments and memes involving your favorite superheroes and villains.

And if you're a fan of popular culture, be sure to check out the latest Doctor Who offering from our friends at Gale Force 9. Nemesis!

In Nemesis, players take on the role of one of the Doctor's many enemies as they compete for universal sovereignty, and of course, the Doctor is bound to show up from time to time to foil everyone's best laid plans!

No matter what your tastes and preferences may be, we're sure to have a game or two in this issue you'll enjoy on your tabletop.

Thanks for joining us for this latest issue, we're glad you're here. Stay safe, stay healthy. Game on,



PUBLISHER

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EDITOR/ADVERTISING MANAGER Jerome Gonyeau

> ART DIRECTOR Matt Barham

PAGEMASTER Katie Skinner

Submissions should be sent to Jerome Gonyeau ilg@alliance-games.com

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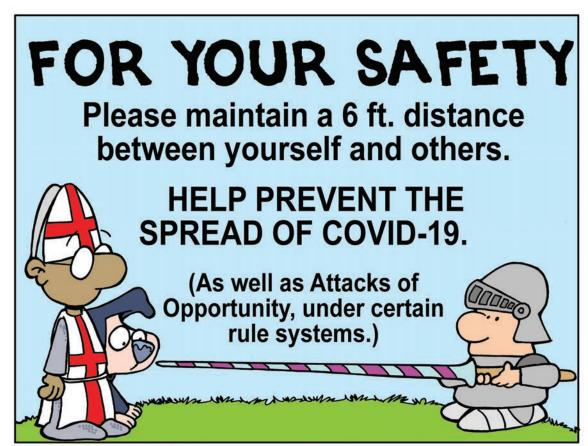
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The Justice League must band together to defeat Barbatos,
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276 USERS GUIDE

Every month the **Game Trade Magazine** (**GTM**) Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds* and *hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!



COVER STORY: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.





SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!





DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny

anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly *only* found in **Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (*FLGS*) or Comic Store's (*FLCS*) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

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276 USERS GUIDE

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine** (**GTM**), you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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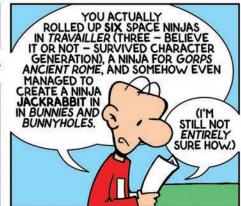
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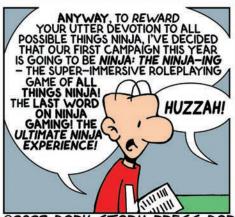


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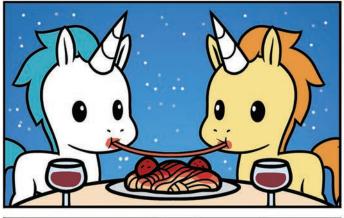




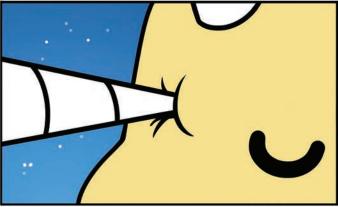




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POWER RANGERS ZORDON DICE & GM SCREEN

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BEER & BREAD

CSG BB-01\$34.95 | Available January 2023!

Scott Almes is one of the most prolific designers of tabletop gaming's modern era. While most may be most familiar with Scott's work on the *Tiny Epic* series, his repertoire of published game designs now spans over 50 unique titles!

One of Mr. Almes' most recent games is *Beer & Bread*, which is headed to the North American market courtesy of Capstone Games and Deep Print Games. In advance of its release, Scott took a few moments out of his busy schedule to answer some of our most burning questions!

Q: Beer or Bread? If you could only take one with you for a weekend getaway, which do you choose?

Scott Almes: I'd have to choose beer. Bonus points if it's a good Belgian style beer!



Q: In all seriousness, Beer & Bread looks to be another great game in a unique niche: Relatively short time commitment, but packed with meaningful decisions throughout. How did this particular game concept, if you'll pardon the pun, begin brewing?

It was definitely a "theme first" game, but you might be surprised to find that the theme was a little different to start. Originally, it was *Beer & Wine!* The central concept mechanic was there from the beginning: two players trying to make two different goods, but only scoring the lowest. It felt the theme was right because the game fit the mold of a classic euro style game and it really fit that hook. In development, I would later exchange wine for bread, so the ingredients players collected could overlap between the two. As in, the ingredients could potentially be used for beer or bread, as long as you had the right recipe. It still worked great thematically, and that change brought out some nice gameplay decisions.

Q: On the surface, the game certainly suggests a traditional Euro-style experience, but what players will find is a much more interactive journey. Does your



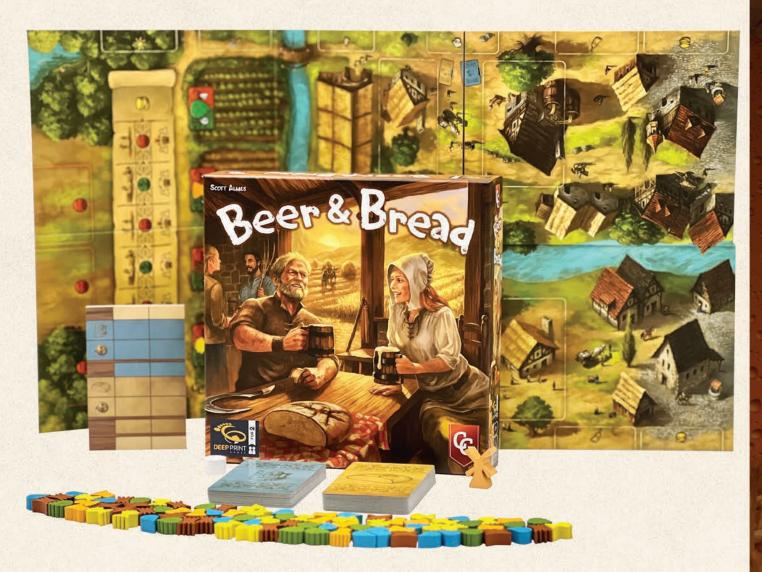
design process seek out interactivity intentionally, or is it something that organically emerges?

As part of my design process, I have a big question mark next to the final player count. I love designing solo games, games for 2, group games, and games that support a mix of those categories. I always ask myself critically: why is this the player count? Why is it 2p, and not solo? For me it comes down to the interactions between the players. This game has a nice back and forth that shines at two players. The card drafts, the balance of resources, and even the focus on two different products just fits this player count best. So, even if I set out to make a two player game, I let the decision be organic as the game develops. For example, the core mechanics for *Warp's Edge*, a solo game of mine, was once upon a time designed for a multiplayer game before I developed it into a solo game that fit the playstyle so much better.

Q: Did you experience any major design obstacles while steering *Beer & Bread* to its destination with the publisher?

None that stand out. After I submitted *Beer & Bread*, we agreed to work on the game shortly after. The folks at Deep Print Games are the best in the business when it comes to game development. I was very confident in my design, but their suggestions and changes all make the game irrefutably better. It was great working with them, and I think they helped turn this into a true classic.

Q: We were pleasantly surprised to see that the friendly nature of Beer & Bread isn't just in the flavor text. The concept of mandatory resource sharing when a player has more resources than storage capacity is quite unique. Was that element always a part of the design? That was actually added late in the design process. One of the biggest challenges of the game was to get the resource economy just right. Solving this challenge would quickly result in one of my favorite design twists. In the game, players draft cards and one of the uses for the cards is to collect resources. Each card can have resource symbols on them, and the more symbols you play the more resources you get. What could happen then is one player could really try to deplete all the resources ahead of the other player, and it felt a bit frustrating as



a strategy for one player to be a big hoarder. Especially if they were hoarding them to deny instead of using them themselves. I wanted some light tension for collecting resources, but not a cage match! I implemented a rule where a player could only keep a limited amount of resources, which helped, but then I stumbled upon the real twist! If you have any excess resources, you must offer them to the other player. This kept the tension, upped the fun, added a new consider-



ation for the resource economy, and -1 think - was one of the last rule changes before the game was submitted.

Q: Anything else that players will be surprised to discover in the game?

I think players will be surprised at the depth of strategy that will come from the card abilities. I suspect most people in their first game will focus mostly on the resources and creating *Beer & Bread*, and not pay too much attention to the abilities as they learn. Once they learn the game and the general flow, a whole new layer of strategy presents itself as they see more of the abilities and learn how they can be combined in fun ways. I hope players will be surprised that they are trying and discovering new things 20 games later!

Q: Final question! What is one of your favorite guilty pleasure games to play?

Guilty pleasure is a tricky one — I think all games have their place. But, I guess a guilty pleasure might be playing the old school classic Clue. I still love that game!

Thank you so much for your time, Scott!

Beer & Bread will be arriving at a friendly local game store near you soon, so be sure to pre-order today!

•••





MARVEL HEROCLIX: ICONIX - SPIDER-MAN DOUBLE IDENTITY

WZK 84848.....\$19.99

Available May 2023!

There has already been some buzz brewing about the all-new imprint for the HeroClix miniatures game, HeroClix Iconix. Featuring iconic stories, characters, and cultural moments from the universes of heroes and villains, the WizKids team has concepted HeroClix Iconix to create appealing non-blind figure assortments for new and existing minis collectors.

HeroClix Iconix products will have gatefold, display-friendly packaging that allows collectors to showcase their minis and the characters and stories that they love. All HeroClix Iconix minis will have full gameplay, including premium character cards. The HeroClix team recognizes that there are two different, overlapping audiences for the product, those who love collecting and displaying their minis and those that love the depth-of-strategy of the minis game.

Spider-Man Double Identity is the first-ever Marvel HeroClix Iconix release. Made specifically for the collector, Iconix captures the moments that you love from the comics universe and brings them to your game shelf, play table, or HeroClix collection. This Iconix release brings to life a beloved scene from the "Double Identity" episode of the 1960s Spider-Man cartoon that has found a second life spreading virally around the

comic and online communities becoming a culturally iconic Spidey scene!

To celebrate the launch of Marvel HeroClix Iconix, the WizKids' team will release a retail-only promotion in 2023 where players can get an alternate take on the "pointing Spider-Man" figures featured in the first Marvel HeroClix Iconix release. These

Spider-Man figures only will be available via retail and conventions and are intended to be given away as free items to HeroClix fans and prospective players/collectors. The relatively small footprint and large cross-market appeal of HeroClix Iconix makes them the perfect entry point for any retail establishment that is not accustomed to carrying HeroClix products in their other forms, such as booster

bricks or starter sets.



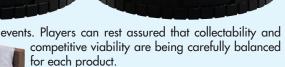




Announced Marvel HeroClix Iconix products include Spider-Man, Double Identity, Captive Hearts Wolverine, Thanos Snap!, and Iron Man: Hall of Armors.

Announced DC HeroClix Iconix products include Batman: Knightfall, Death of Superman, and Batman Slap.

HeroClix Iconix products will range from single figure packs to 8+ figures. The range in figures represents the ability to accurately represent exactly what fans crave from cultural superhero and villain moments. All miniatures will be playable in "Modern format" HeroClix



Specialty game and comics retailers will be the first place you can buy HeroClix Iconix! WizKids will give brick-and-mortar stores the majority of product and a first-to-market sales window. After the first-to-market window, a limited quantity will be offered via shop.wizkids.com and at conventions. For this first launch of Spider-Man

Double Identity, there was a limited direct-to-consumer online fan pre-sale that will be fulfilled approximately one month after retailers have received their stock. Beginning in early 2023, most months will include a HeroClix

Iconix release. WizKids will provide sales solicits approximately six months prior to most releases. Display box dimensions vary by figure count. HeroClix Iconix products will not be reprinted.

Primarily, this will be a retailer-driven product. Retailers will get a first-to-market exclusive window with the product. Additionally, these products will be built for display and are closer in execution to the wants of an action figure or toy collector, especially from a packaging standpoint. It's like getting an entire wave of action figures all in one box.

Predicting demand for HeroClix Iconix will be nearly impossible at launch. Ideally, retailers will have the opportunity to restock before product is available in limited quantities online. We're

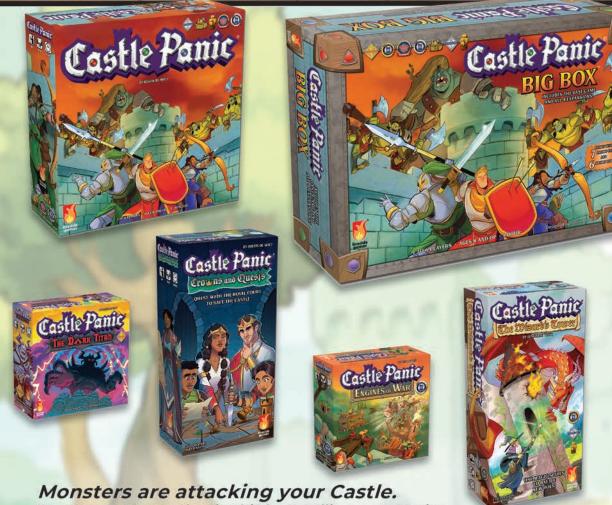
hopeful that with the benefit of early retailer pre-order information that we will begin to more accurately project demand out for upcoming releases. We will consider printto-order solutions, but our hope is to drive

more HeroClix players into stores where retailers can provide them the best experience, including Organized Play, game demos, and product-related events.

GTM FEBRUARY 2023

OKAY, NOW YOU CAN PANIC

Introducing Castle Panic's Second Edition Titles!



Can you work together in this best-selling cooperative game to stop the horde, or will the Monsters destroy Castle Bravehold?

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Castle Panic Second Edition [Core Game] - \$34.95 Castle Panic Big Box Second Edition - \$119.95 Castle Panic Crowns and Quests - \$29.95

Coming 2/22/23

Castle Panic The Dark Titan Second Edition - \$19.95

Coming 3/22/23

Castle Panic Engines of War Second Edition - \$19.95

At A Glance:

Players: 1 - 6 Ages: 8+ Time To Play: 45 – 60 min.

Learn more at firesidegames.com



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DOWNLOADABLE CONTENT: CHALLENGES FOR



THE BINDING OF ISAAC: FOUR SOULS

MMV 2512.....\$39.99

Available Now!

For indie gaming icon Edmund McMillen, the past 10+ years has been filled with dark, disturbing, and unnerving aberrations — but he wouldn't have it any other way. McMillen's

The Binding of Isaac franchise, loosely inspired by the Biblical story of Isaac, as well as McMillen's own upbringing surrounded by religious dominance, is centered around a traumatized child overcoming his fears, traversing dungeons beneath his home, and fighting off monsters and demons with the power of his own tears. A delightfully—twisted concept that has garnered a passionate following and spawned a massive franchise rarely seen with indie video game creators — one that transcends the diaital realm.

Equal parts grotesque, challenging, and charming as the original, the latest iteration of the franchise sees Isaac make the leap from digital to tabletop with the critically acclaimed The Binding of Isaac: Four Souls and its expansion The Binding of Isaac: Four Souls Requiem, a multiplayer tabletop card game about sacrifice, betrayal, and hoarding.

One of the many aspects that made the video game so endearing and replayable are the plethora of challenges that altered the game in one form or fashion, typically forcing you to start each run with one or more specific items or limitations that make normal play more difficult. While most of the challenges are designed to increase the game's difficulty, they do not necessarily make the game harder to play - some instead just force you to play the game in a

When creating the tabletop adaptation, McMillen wanted to incorporate the original's replayability by adding various gamemodes and challenges — a feat that proved to be a challenge unto itself. While the original video game had challenges that were centered around items, the same concept did not translate quite as well to the tabletop version. To resolve this issue and find the right path forward, McMillen leveraged his greatest assets - his fans. McMillen turned to longtime fan Charlie Gill, naming him "Challenge Lead Designer", and discovered that rather than the focus being on individual items and power ups, the challenges should instead be focused on the iconic bosses the game is known for. By focusing on the bosses, the pair were able to flesh out fun and unique game modes that were themed around these memorable bosses. The idea was a hit amongst an dedicated and invaluable team of community playtesters.

Take the boss The Duke of Flies, for example: in the original video game version, The Duke of Flies is surrounded by an army of smaller flies that shield him from your attacks. In order to defeat this boss, you must first kill all the smaller flies surrounding him, and then, once he's defenseless, you can attack and hit him. When translating this to tabletop, a dice mechanic was added to simulate the boss's shield. Depending on what number the dice lands on when you roll it your

attacks can hit either the boss, or instead one of the boss's many guardian flies shielding him — in which case the damage is negated altogether. This dice mechanic became a major hit, and McMillen knew a challenge based on this would be a fun way to experience the game, so he created Lord of the Flies, a challenge with three different difficulty levels themed around the boss, flies, and dice.

With The Lord of the Flies, The Duke of Flies is upgraded to Swarming The Duke of Flies, drastically increasing the boss's shield of flies and making it so he now uses them to protect other monsters as

well. Defeating this extra powerful version of the boss becomes the win condition. However, not only does the titular monster have flies, but this game mode allows for the player to remove the Duke's flies and add them to their own arsenal, enabling them to have their own swarm of flies to shield them from any oncoming attacks. If a player would take damage, they may remove any number of fly counters from their character and prevent damage equal to the number of fly counters removed in this way. Only by amassing a fly swarm of their own larger than the Duke's can players then attempt to take down the boss and beat the challenge.





An insistent buzzing, a deafening whine - that can only mean the Duke of Flies is near! Can you overcome the Duke and the vast swarms of flies that surround him, each willing to give its life to defend its master? Kill them, tempt them away, do what you must: there can only be one true Lord of the Flies, and the Duke doesn't take too kindly to competition...



NORMAL GAME MODE:

- Final Boss
 - Swarming The Duke of Flies starts with 18 fly counters.
 - While there are more fly counters on Swarming The Duke of Flies than the total number of fly counters on all players, attacks can't be declared on Swarming The Duke of Flies and it can't take damage.
 - Each time a monster would take damage, the active player rolls—
 - 1: Prevent that damage and remove a fly counter from Swarming The Duke of Flies.
 - At the end of each turn, put 1 fly counter on Swarming The Duke of Flies.
- Challenge Card
 - \$: Discard a loot card: Roll—

If the result plus the number of souls controlled by all players is more than 6, remove a fly counter from the final boss and put a fly counter on your character.

 If a player would take damage, they may remove any number of fly counters from their character and prevent damage equal to the number of fly counters removed in this way.

The Binding of Isaac: Four Souls is already an endlessly replayable game where no two play sessions will be the same, and that remains the case with the challenges: Each challenge comes with three different difficulty levels to test even the most experienced Four Souls players. Strategies you learn for dealing with a particular challenge in Normal mode will become absolutely crucial when you take on the punishing Ultra Hard mode! For Lord of the Flies, for example, the higher difficulties introduce fly swarm minions that the Duke coughs up. Players must deal with these minions to prevent the Duke's fly army from growing ever stronger — and the prospect of beating the challenge running away from them. On Ultra Hard, the Duke can even start stealing flies from your own swarm to grow its own if you aren't careful!



Incorporating these new game modes into *The Binding* of Isaac: Four Souls provides players extra value and experience. With each challenge there's a new quirk that changes the way the game plays, upending the standard premises by making the end goal you're working towards just different enough that it doesn't feel like a different game, while still making it a different game.

As of this writing, the challenges include the above—mentioned Lord of the Flies, as well as Fatty's Feast, Delirious, Greed's Gamble, Trick or Treat, Masquerade, Motherly Love, and Resurrection Day. All challenges are FREE to use with The Binding of Isaac: Four Souls and can be downloaded by visiting maestromedia.com.





NEW YEAR NEW BLOOD VAMPIRE: THE MASQUERADE RIVALS IN 2023



RIVALS ECG

RGS 02171 \$45.00

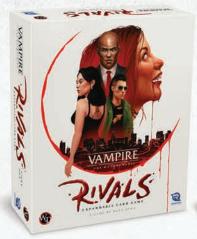
Available Now!

There's never been a better time to sink your teeth into the Vampire: The Masquerade Rivals Expandable Card Game, by Renegade Game Studios! With more Vampire Clans than ever before, a new season of Organized Play starting up, and pre-release events planned for local game stores, it is prime time to get involved in this tense game of vampiric political maneuvering, machinations, and all-out combat!

In Vampire: The Masquerade Rivals two to four players face off, battling for control of the city of San Francisco. Each player will control a coterie of Vampires, immortal beings cursed with a thirst for blood but sporting incredible powers and abilities in exchange. Rivals now features 12 different Vampire clans, with two more on the way in Q2 2023. Each clan has its own strengths, weaknesses, and priorities, and these differences are reflected in their playstyles and the options available to them.



The Brujah are a clan of radicals and troublemakers, their violent temper favoring displays of strength and never shying away from violence as a solution to their problems. The Hecata on the other hand





are known as the "Clan of Death". Students of necromancy, they'll often use wraiths resurrected from the dead to do their bidding and further their ambitions. Clan Tremere pursue knowledge relentlessly, and have the ability to use their (and other's) blood in sorcerous rituals. The core set contains four clans, and expansions add two each, with every clan being playable out of the box with a preconstructed deck for each ready to shuffle. With five expansions currently available and a sixth on the way, there's a deck out there for every vampire!

With so many clans, and their wildly differing priorities and goals, *Rivals* is not a game where there is only one way to win! The first, and most straightforward way to claim victory is to eliminate your chosen rival player's coterie. With relentless attacks and clever ambushes, a player that is able to knock out all vampires controlled by their rival will claim an immediate victory. You can also eliminate your rival by draining their prestige pool, representing their capital and influence. By draining this you've made them a nonentity in the struggle for control, even though they still live! Finally, you can win by advancing your own agenda, being the first to score 13 points that way. Each player will bring an Agenda to the game, and they range from offering points for recruiting new Vampires, to scoring based on the number of cards in your hand, to offering points based on how many animal companions you control. The variety of Agendas make for endless possibilities, and allow many playstyles to flourish!





















Burn - Mend 3 6. Attach - Gain +1

San Francisco, the chosen battlefield in the game's core set isn't just set dressing either. The city deck represents the events, locations, and population of a bustling metropolis, and it plays a huge part in Rivals gameplay. There, vampires can find a tasty snack in the form of a student or athlete, or your leader may be dragged out of hiding unexpectedly for a Meeting at Alcatraz. Whether it's being able to capitalize on an unexpected opportunity or having the tools to take down murderous Second Inquisition agents, players ignore the city deck at their own peril!



For stores and players looking to grow their Rivals communities, Renegade offers Organized Play kits. Six are currently available, with 3 more on the way in early 2023. These kits offer a low-cost way to run small tournaments, leagues, and reward local players. In 2023, qualifying stores will also be eligible to get early access to new expansions for pre-release events celebrating the addition of



new Vampire clans to the game! In addition to the early access for new releases, Renegade makes pre-order bonus alt-art cards available at no cost to brick & mortal stores in their release kits, offered for each new expansion!

The end of 2022 and early 2023 see a new level of Organized Play available for Rivals players all over the world. Clan Clash tournaments are available to local game stores and act as a store championship, with the winners being crowned Primogen of their local game store. Stepping up from these events and continuing fro 2022, Prince of the City events are held regionally and offer a more competitive experience with greater rewards! Not only is the champion crowned Prince of the host city, but they'll also earn the gift of immortality, becoming an actual Vampire in-game!

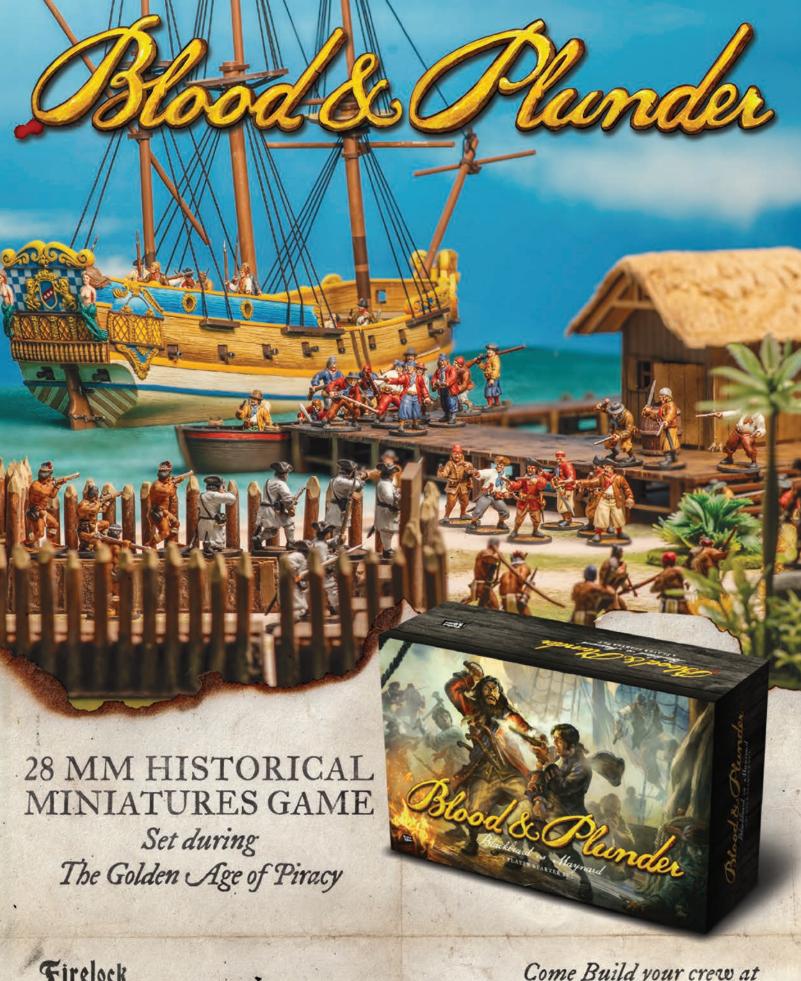


Finally, players attending Gen Con 2023 can compete at the highest level, the 2023 North American Continental Conclave. Here Vampire Princes will mingle with lesser kindred, competing for the honored title of Justicar, their own Vampire card design, and much more!

Vampire: The Masquerade Rivals is growing and evolving, and now is the time to jump in!

If you have any questions or need help getting started with Organized Play, reach out to Renegade's Sales & Marketing Program Manager Matt Holland at matt.holland@renegadegames.com!

GTM FEBRUARY 2023 19



Firelock Games ...

Come Build your crew at www.firelockgames.com

ÖAK & IRÔN MAKE WAY FOR THE HMS ANNE

By Mitch Reed

Oak & Iron from Firelock Games is probably the best naval miniatures game system for the age of sail. The game is easy to learn yet difficult to master and because the system allows the players to make a fleet with ships from various nations and factions, along with choosing ship upgrades means that the playability of Oak & Iron is endless.

I have written before that the "sweet spot" for larger battles is the 3rd Rate ship of the line. It combines firepower, protection and mobility and does not cost too many points when you build your fleet, which means that in an Engagement or Skirmish sized game, you can field a few of . these excellent ships. The 3rd Rate can do battle with 1st and 2nd Rate ships and has the agility to chase down smaller ships. At the 200-point Engagement level, I usually take four 3rd Rate ships which leaves around 52-points for upgrades. This gives me a strong line of battle that I can take on the larger 1st and 2nd Rate ships, which costs 57 and 55-points respectively, with ease since I can concentrate fire these bigger ships and attack them multiple times in a single turn, when they can only fire at each of my 3rd Rate once. A list like this you are trading off some firepower and protection for the ability to pile up damage and even more importantly Fatigue on your enemy.

One thing that Oak & Iron lacked that its older cousin Blood & Plunder has is the historical lists that many gamers love. Now with the release of the HMS Anne, historical ships are now part of Oak & Iron. Launched in 1678, the 70-gun 3rd Rate served with the Royal Navy for twelve years and was de-masted during the Battle of Beachy Head and was run aground by her crew to prevent capture.

OAK & IRON: HMS ANNE - SHIP OF THE LINE 3RD RATE

FGD OI0010......PI

Available February 2023!

In Oak & Iron the HMS Anne shares the same basic costs as the current 3rd Rate in the game and its armament and speed are the same and the only upgrade you can get for her is a Crew Skill upgrade. However, the ship comes with some great perks which come with the ship for free. The ship also comes with the Weight of Fire and Very High Freeboard special rules.

The most interesting is the Tough special rule that acts a lot like the Stout upgrade you can get for 6-points for a regular 3rd Rate. With the Tough rule, when you become crippled, you take a Skill test and instead of taking damage, you take a point of fatigue instead. This rule works better if you take the Crew Skill upgrade if you want to stay in the fight longer.

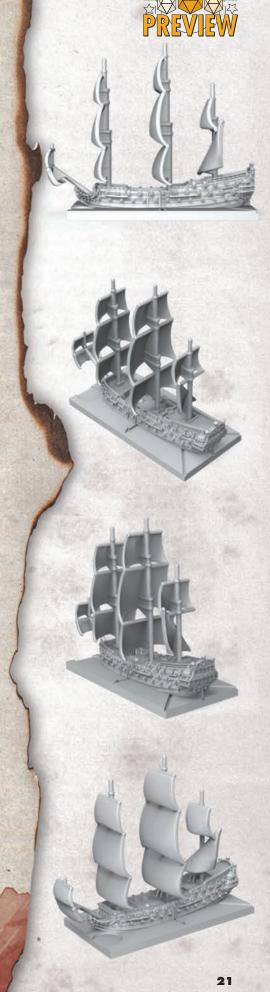
Perhaps the best thing about this release is that the model is unique, so it will have a different look than the other 3rd Rate ships in the game. While you can only take one HMS Anne in your fleet, you can buy a few of these ships for you fleet and use the other ships as regular 3rd Rates. They will be sold as singularly, so for those who want to stock up on 3rd Rates, now is your chance.

I have heard from the Firelock Games team that they will be producing more historically based ships in the future and with so many famous ships from the period to choose from, I cannot wait to see how this new line of ships not only look on the table but also how they will add to the historical flavor of this game.

Another important thing I also learned about the HMS Anne model is that they use a different casting process that I think that many gamers with a love for painting will really like.

Based on the new sculpt, the historicity and unique rules, I know that these new ships will see battle on many gaming tables and be "muse to include in most fleet lists.









BEGUILED AND BEWILDERED

A TWISTY TAKE ON DECK-BUILDING

BEHEXT

SND 0071.....\$44.99

Available April 2023!

Deck-building has taken many forms over the years, but leave it to Smirk & Dagger to turn the mechanic on its side in new and unconventional ways. BEHEXT feels different, right out of the gate, as a highly interactive, free-for-all battle of arcane combat for 3-6 battlemages. In this battle of wills, players are casting spells and bouncing them from opponent to opponent until their defenses crack and the Hex detonates in their face. Every spell you cast is both a defense, protecting you from the incoming Hex, as well as an attack, as you redirect the Hex towards an opponent. Over the course of the game, your spell book grows, specializes and makes you a more formidable mage. Therefore, as you

build your deck, you aren't building a resource engine as so many other deck-builders do, so much as tailoring the types of spell effects and player interactions you want to have. Do you want to do more direct damage, force discards, heal, summon new spells more easily, gain card advantage... it's a bit like drafting a Magic: The Gathering deck AS you play, rather than beforehand.

Your Battlemage begins as an asymmetric specialist, who leans into

one form of magical strategy. You can continue to specialize in that discipline of magic, adding more powerful effects to your deck — or just as likely, diversify adding other styles of magic depending on the needs of the moment or what is available in the Conjuring wheel. What I love about this is, even if you play two games as a given mage, by the end of the game they will be completely unique in terms of their abilities. So you'll never really play the same mage twice.

BEHEXT assumes that curses and counter curses are by their very nature dangerous. So the game has added barbs to Conjuring new spells. The most important of which is that you are forced to discard at least one card from your hand in order to buy a card from the Conjuring Wheel (and likely more than one card for more powerful spells). The trick of THAT is your hand of cards is your only defense — as well as your only currency — so discarding them puts you at greater risk of being Behexed. It's a great tension and another way the game pushes the boundaries of the deck-building mechanic. You want these more powerful spells — but they temporarily weaken you in the moment. The counter-balance being that those newly purchased cards are not placed in your discard pile as many other deck builders do. They go into your hand — and can be used immediately. So if you can afford to sacrifice the cards, a solution to your current problem may be waiting in the Conjuring Wheel.

Everything in the game is a double-edged sword and it sets up really interesting decisions. For example, targeting the leader is a natural tendency in a free-for-all... but consider carefully if a valuable

spell is on the Conjuring Wheel. Players can only buy new cards when they are attacked - so trying to beat them down is also giving them access to new resources.

Then there's this. Many of the spells have chaotic or even dangerous effects that specifically hurt or hinder the caster - which begs the question... why buy any of them? Because Smirk & Dagger likes messing with you. These are the only cards in the game that are worth Victory Points — and they can't be lost. So do you risk taking them and then find a way to manage their negative effects? It's an important part of strategy and you'll curse under your breath as you end up buying

what you know will hurt you.

Designers than Lavallee. Melodee Smith and Greg Millikin deliver an ever-present feeling of risk as you delve into more and more powerful magics. They twist

the expected deck-building tropes and blend it with wildly interactive play. BEHEXT is classic Smirk & Dagger, allowing you to really mix it up

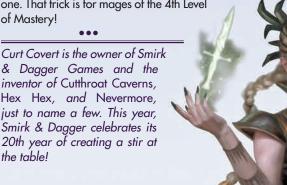
the fun of the game comes from with other players and where the big moments, where you pull off your devious plan or laugh as their plans fall apart at your hand. Yet, the deck-building aspects drive all of the strategic interest.

There's a lot to love — and a lot of content. Apart from the base game, inside the box are also four Mastery Packs you unlock over time. Each features new mechanics, more cards for the main deck and a new Battlemage. All of which goes to replayability, the fun of discovery and provides for a proper learning curve. Afterall, you don't want multiple Hexes flying around the table in game number

one. That trick is for mages of the 4th Level of Mastery!

Curt Covert is the owner of Smirk & Dagger Games and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. This year, Smirk & Dagger celebrates its

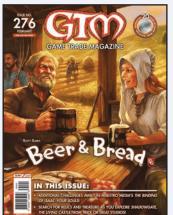
the table!





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SPOTLIGHT ON



GAME TRADE MAGAZINE #278

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 278.....\$3.99

ART FROM PREVIOUS ISSUE

THE ARMY PAINTER

GAMEMASTER

Scheduled to ship in February 2023.

SPOTLIGHT O

CHARACTER BRUSH SET

This is the perfect starter set for the novice painter. The brushes have triangular handles for maximum comfort and perfect control. From fine detail to big coats and drybrushing - the Character Brush Set covers all your basic brush needs. TAP GM1006\$16.50



SPOTLIGHT ON

WANDERING MONSTERS **PAINT SET**

Make your TTRPG come to life! Wandering Monsters is a fun expansion to the Gamemaster Roleplaying Paint Sets - containing a highly detailed troll miniature, a Basecoat Brush, a painting guide and 20 essential colours to paint foul monsters of all shapes and sizes.

TAP GM1005\$49.99



WILDERNESS ADVENTURES **PAINT SET**

Make your TTRPG come to life! Wilderness Adventures is a fun expansion to the Gamemaster Roleplaying Paint Sets - containing a highly detailed hag miniature, a Drybrush, a painting guide and 20 essential colours to paint all sorts of grim and vile creatures.

TAP GM1007\$49.99

BANDAI CO.

DIGIMON TCG

ALTERNATIVE BEING



BOOSTER DISPLAY (24) (EX-04)

Presenting a lineup of Digimon centered on nonstandard digivolutions! Features the official debut of GreyKnightsmon and also includes the Omnimon derived Omnimon Alter S. This is a booster set made for Digimon fans! This set can be used to power up Gallantmon, Sakuyamon, and MegaGargomon decks from EX02. Also includes Digimon

linked to the popular Royal Knights theme. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2680591......PI

ONE PIECE TCG

BIG MOM PIRATES STARTER DECK DISPLAY (6) (ST-07)

In addition to the leader, LinLin, many popular characters from the Big Mom Pirates such as Katakuri will be included in the deck! This is a new ready to play "Yellow" deck. Start playing One Piece Card Game with this new color and catch up with the rest! This is a life manipulating deck that replicates the abilities of LinLin's Soul-Soul Fruit. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2677501.....PI





OFFICIAL SLEEVES SET 3 DISPLAY (12)

Contains 12 assorted One Piece sleeve packs with 70 sleeves each. Four different designs. Scheduled to ship in September 2023. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 9037371.....



PILLARS OF STRENGTH BOOSTER DISPLAY (24) (OP-03)

Features characters from Water 7, East Blue, and Big Mom Pirates! This set also includes a number of cards that can enhance the deck [ST-07] to be released simultaneously. Find new combinations of multicolored leaders! Adds a new range of strategies through combos never seen before. There is a new style of alt art cards from OP-03. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2677479......PI

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NANOBLOCK POKÉMON SERIES

Scheduled to ship in January 2023.













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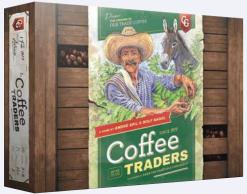




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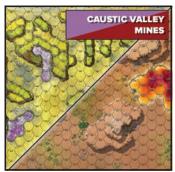
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BATTLETECH: BATTLE MAT



AEROSPACECAT 35800L\$39.99









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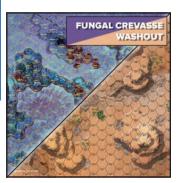


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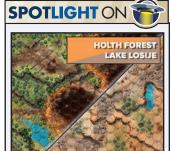


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STRANA MECHTY

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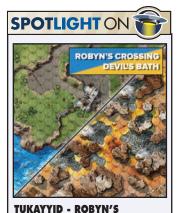
TUKAYYID - HOLTH FOREST/ LAKE LOSIIJE

LAKE LOSIIJECAT 35800G......\$39.99









CROSSING DEVIL'S BATH
CAT 35800H\$39.99





BATTLETECH: DOMINIONS DIVIDED

Scheduled to ship in February 2023.
CAT 35904.....\$39.99

CHEAPASS GAMES

DEVIL BUNNY: NEEDS A HAM

In this wacky Cheapass title, players are Sous Chefs trying to get to the top floor of a skyscraper by scaling the outside. However the manicaal Devil Bunny is hopping about in a mad lust for blood thinking he'll get a ham by knocking you off. Yeah, right, whatever. Scheduled to ship in January 2023.

CAG DBUN-NHAM\$19.95



You are intrepid actuaries collecting butterflies of a specific color at a circus. Devil Bunny loves butterflies, and whenever he sees a big enough stack of them, he jumps on that stack, scattering them everywhere. Who will be the first to save enough butterflies, before Devil Bunny destroys the Galaxy? Scheduled to ship in January 2023.

CAG DBÚN-VGAL......\$19.95

CHESSEX MANUFACTURING



BAG OF 50 ASSORTED LOOSE MINI-POLYHEDRAL (2ND RELEASE)

Scheduled to ship in February 2023.

D105

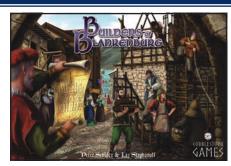
CHX LE918.....\$40.80



D205

CHX LE919.....\$40.8

COBBLESTONE GAMES



BUILDERS OF BLANKENBURG: SECOND EDITION

Blankenburg is back! The classic game of bidding and building returns with a new, second edition. A new count has arrived to oversee the tiny hamlet of Blankenburg. Two to six players compete to build up the town and earn prestige in the eyes of the count. Do you have what is takes to become the master builder and earn the key to the city? Featuring the novel citizen track, you need to pay attention not just to what you build, but for whom you are building. Each citizen has different interests and will stay at different structures. Only by catering to the citizens of the town will you ensure a steady stream of silver with which to build. Scheduled to ship in June 2023.

QUATERMAIN

Hunter. Adventurer. The greatest marksman to ever live. You are Allan Quatermain in this deck building adventure game. Seek to earn your fortune in King Solomon's Mines through adventures you go on each turn. Hunt in the veldt for game and stave off enemies. A unique dual market system lets you earn trophies that can then be traded for new cards to add to your deck. Gain allies that remain in play and allow you to score wealth cards for victory at game end. Protect your allies from enemies or risk taking shame. Classic deck building mechanics blend together with a tactical hunting phase for a one of a kind gaming experience. Features solo rules as well. Scheduled to ship in April 2023.



DEVIR AMERICAS



BAMBOO

For generations, harvesting bamboo has brought prosperity to your home. Work, perseverance, balance and prayer have made a small town flourish that has grown at the expense of the cane fields. Today, various clans live in harmony with nature. In Bamboo, players take on the role of clans that grow bamboo and use the fruits of their labor to take care of their family and thus add happiness points. This is an action management and tile optimization game that is both accessible and deep. With a very careful setting, Bamboo is part of the Kemushi saga, to which Bitoku and Silk also belong. Scheduled to ship in February 2023.

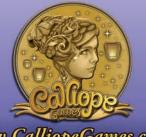
DVR DEVBAMBOO\$39.99





Work Together With Others - Or Play Solo!

Cleverly construct routes and move vehicles - while avoiding traffic and red tape - to send six commuters home before time runs out!



www. Calliope Games. com

Game play
20
minutes

Ages 8+

1-6 players

GIM

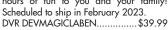


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MAGIC LABYRINTH

The little magician apprentices have lost some magic objects inside of the masters maze. Now they try to collect them before the Master notices anything. However, in the maze there are invisible walls and only one of the missing objects is revealed at a time. So they have to make their way through the maze by means of a good memory and lots of skill. The Magic Labyrinth is a beautiful game with an innovative design that is sure to bring hours of fun to you and your family!







MAZESCAPE KIDS PUZZLE: HIPNOS

Mazescape is a clever and fascinating maze game for one player that will challenge even the most active minds. The Hypnos set is designed by Pablo Céspedes and Victor Hugo Cisternas, authors of Tesoros del Rey Pirata, and illustrated by Celeste Carvajal. Just before bedtime, as you are on the border of dreamland, a light surprises you from the corner of your bedroom. Colorful clouds form on the ceiling and slowly form shapes before your eyes. Not understanding how or why, you've found yourself in the dreamlike world of Hypnos. Find your way out!cheduled to ship in January 2023.

DVR DEVMAZEHIPNML.....\$9.99



MAZESCAPE PUZZLE: CRYO-C

Mazescape is a clever and fascinating maze game for one player that will challenge even the most active minds. When the mainframe computer of the supply ship unexpectedly awakens from suspended animation, something's probably going to go wrong. You're still in outer space, there's nobody by your side, and the central reactor's alarm won't stop sounding. Upon exiting your capsule you realize that everyone else has disappeared. Who, or better yet, what has taken them? To find out, sharpen your wits, patience and powers of observation. Scheduled to ship in January 2023.

DVR MAZECRYOML.....



MILLIE FIORI

In Reiner Knizia's Mille Fiori (millefiori is a glasswork technique for decorative patterns, the name means Thousand Flowers), you take the role of glass manufacturers and traders who want to profit as much as they can from their role in the production of fine glass art. The game board features different aspects of the glass production cycle: workshops where the glass is created, houses where it's installed, people who support your work, trade shops where it's sold, and the harbor where ships take the glass to faraway locations. Scheduled to ship in February 2023.

DVR DEVMILLIFIOREEN\$39.99

SAVERNAKE FOREST

Autumn is coming to an end in the Savernake Forest... Help the animals gather and store food for the winter! Savernake Forest is a game where 2-4 players build their own section of the forest with paths where animals and food will appear. To get the highest score, players must ensure that on each path the animals can collect their favorite food. Scheduled to ship in February 2023.

DVR DEVSAVERNAKE\$19.99



DON'T PANIC GAMES



FIGHTERS OF THE PACIFIC

Fighters of the Pacific contains everything you need to play hours of battle over the Pacific Ocean: a huge modular board where aircraft carriers, destroyers, and a great number of aircrafts will fight each other. The game provides 10 different scenarios to play with, also playable in Solo mode. Players direct each airplane in multiple fighter and bomber squadrons to lead attacks on the enemy's carriers and island bases. A fast-paced and streamlined game mechanic plunges players in the heart of the battle. Scheduled to ship in February 2023.

AGS DPG1052.....\$55.00

DRACO STUDIOS

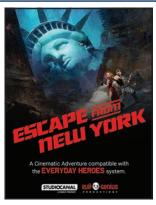
DRAGONBOND: GREAT WYRMS OF DRAKHA RPG (5E)

7 high-level adventures and encounters against the most powerful dragons in the Red Moon. Includes new items, bestiary and lore. With beautiful artwork and featuring the Epic Fighting system for 5e. Scheduled to ship in June 2022

DAO 23100\$59.99



EVIL GENIUS GAMING



ESCAPE FROM NEW YORK CINEMATIC ADVENTURE

Set four years before Snake Plissken arrives on the scene, a party of unwilling prisoners must disarm a nuclear bomb hidden in the head of the Statue of Liberty before their time runs out. Cinematic Adventures are campaign settings that sit on top of the Everyday Heroes rules system. They are 100+ page books that have two parts. Part one gives you new game mechanics that fit the theme of the property. Part two gives you a full adventure set within that world. There will be something for everyone. Scheduled to ship in April 2023.

EVL 02000\$24.99



EVERYDAY HEROES RPG

Everyday Heroes is a modern day roleplaying system based on d20 Modern, refreshed for 5th edition. Updated by some of the original designers, Everyday Heroes will delight d20 fans everywhere. In the Everyday Heroes Core Rulebook, we provide everything you need to run a modern-day campaign. We have 20 classes, as well as dozens of backgrounds, professions, feats, and equipment of all sorts. We have a new wealth system and rules for thrilling chases. You'll have everything you will need to design your own spy thriller, Navy SEAL rescue, or murder mystery Scheduled to ship in April 2023.

EVL 01000\$59.99



EVERYDAY HEROES RPG: GM SCREEN



THE CROW CINEMATIC ADVENTURE

Your death was orchestrated by the evil mastermind Vee, who is forcing the return of the Crow to bring her twin sister back to life. Will you be a pawn in her scheme or put an end to her madness? *Cinematic Adventures* are campaign settings that sit on top of the *Everyday Heroes* rules system. They are 100+page books that have two parts. Part one gives you new game mechanics that fit the theme of the property. Part two gives you a full adventure set within that world. There will be something for everyone Scheduled to ship in April 2023.

EVL 03000\$24.99

THE CROW MINIATURE



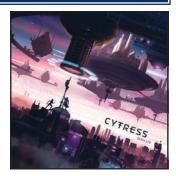
GOOD GAMES PUBLISHING



BARK AVENUE

Bark Avenue is a competitive route optimization pick up and deliver game centered around a day in the life of a dog walker in upper Manhattan. Players balance walking several dogs at once with competing needs - including walk length, preferred activities, bathroom breaks, and compatibility with your other dogs. Scheduled to ship in April 2023.

GOP 017\$44.99



CYTRESS

Welcome to Cytress. You play as a rebel merc who has zeroed in on one goal. To get into Stratos – Earth's largest sky hub. It is in this sky colony where you will find Earth's most powerful, wealthiest, and most influential individuals. Scheduled to ship in April 2023.

GOP 018\$59.99

DRIFT

Scheduled to ship in April 2023. GOP 019\$59.99



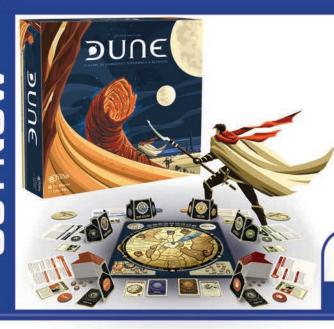












Dune

Imagine you can control the forces of a noble family, guild, or religious order on a barren planet

which is the only source for the most valuable substance in the known universe.

Imagine you can rewrite the script for one of the most famous science fiction books of all time.

Welcome to the acclaimed 40 year old board game which allows you to recreate the incredible world of Frank Herbert's DUNE.

120+ mins.

2-6 players

Ages 14+

GF9 DUNE01 \$60

Dune: A Game Of Conquest and Diplomacy

In DUNE you will take control of one of the four great factions -House Atreides, House Harkonnen, the Fremen, and the Imperium, all wing to control the most valuable resource in the universe, melange, the mysterious spice only found at great cost on the planet Dune.

Ship your forces to Dune, harvest spice, seize control of strongholds, and destroy your enemies.

Who will control DUNE...You decide!

20-60 mins.

players

Ages 14+

GF9 DUNE05 \$60

appakis



Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90 mins

2-4 players



Ages 14+

\$60 **GF9 DUNE07**

30

www.gfg.com

Dr Who: Don't Blink

Don't Blink. Don't even blink.

The TARDIS has crashed on a derelict spaceship, full of Weeping Angels: terrifying killers that can only be stopped by staring at them. But if you dare to stop looking, if you even blink, they'll send you out of time.

Will the Doctor and companions be able to get all the pieces to repair the TARDIS in time? Or will the Weeping Angels succeed where so many adversaries have failed before?



30+ mins.



2-5 players



Ages

GF9 DWDB01 \$30



MOZ HOO

Dr Who: Time of the Daleks

Have you ever wanted to be the Doctor, travelling through time and space, meeting companions and having adventures?

Doctor Who-Time of the Daleks is a semi co-operative boardgame where you become one of four regenerations of the Doctor, travelling through time and space to stop the Daleks from erasing the Doctor from time and taking over the universe.





players



Ages 14+

GF9 DW008 \$60

Dr Who: Nemesis

It's not easy trying to rule space and time, contending with rival Daleks and Cybermen, interfering Time Lords, and predatory Weeping Angels.

In Doctor Who: Nemesis, you play one of the Doctor's many adversaries seeking to twist space and time to your own ends. Your old nemesis, the Doctor, endlessly seeks to thwart your plans. Worse still, his other adversaries have their own schemes, and they don't involve you controlling everything. You must send your minions out to thwart both the Doctor's and your opponents' schemes, while bringing your own schemes to fruition.



45-90 mins.



players



GF9 DWN01



DUT MARCH

HEIDELBAR GAMES





WIZARDS OF THE GRIMOIRE

In this two player strategy card game, you must fulfill your destiny and become the Keeper of the Grimoire. Defeat your opponent by drafting new spells from the magical Grimoire, casting them, managing your cooldowns, and dealing massive damage. Scheduled to ship in April 2023. GGW OTG02 \$40.00



THE FABLEMAKER'S ANIMATED **TAROT BOX SET**

The Fablemaker's Animated Tarot Deck uses lenticular technology to bring a new energy to tarot. Each card features an 8-frame looping animation that comes to life when the card is tilted! This box set includes the Fablemaker's Animated Tarot Deck & Guidebook packaged together in one beautiful box. Scheduled to ship in March 2023.

HPP ANSP-DK-016\$99.99



THE FABLEMAKER'S **ANIMATED TAROT DECK**

The Fablemaker's Animated Tarot Deck uses lenticular technology to bring a new energy to tarot. Each card featuring an 8-frame looping animation that comes to life when the card is tilted! This tarot deck has been designed to be used in your 5e games, as well as for divination! This deck includes all Major and Minor Arcana (78 cards in total) along with a simple booklet to guide you through their meanings. Scheduled to ship in March 2023.

HPP ANSP-DK-015\$59.95



BLAZE

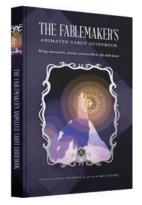
In Blaze, players try to get rid of their cards, but have to achieve this in an extremely clever and very unusual way. The player whose turn it is plays together with the second next player, which leads to constantly changing alliances. In the end, the player who collects the most feathers wins. Scheduled to ship in February 2023. HEG HB19.....\$17.99



COYOTE

In the bluffing game Coyote, you always see the cards of the other players, but never your own. When it's your turn, you must announce a number that is less than the total of all the cards in the game, yet higher than the previous number given. Alternatively, you can challenge the number previously announced. Finally, when all the cards are revealed, you'll see who has the cunning Coyote on their side. Scheduled to ship in February 2023.

HEG HB18.....\$17.99



THE FABLEMAKER'S ANIMATED TAROT GUIDEBOOK

The Fablemaker's Animated Tarot Guidebook is your guide to intuiting tarot in TTRPGs, as well as in your daily life. While this book was designed to accentuate our Fablemaker's Animated Tarot Deck, the entire book can be used alongside your tarot deck of choice. Scheduled to ship in March 2023.

HPP ANSP-DK-014\$59.95



FISH & KATZ

Welcome to the most famous fish market in the cat's world, Tsukiji Market! You and your fellow kitten chefs are competing to get the freshest fish for your restaurant. The competition is so intense that you can't get what you want without stretching your paws all the way to the most delicious fish at a lightning speed. So spot on the fish, raise your paws, and grab them for the win! Scheduled to ship in February 2023.

HEG HG014E.....\$24.99



HUNT A KILLER:

When Katie Dunn, an employee at a seaside amusement park, turns up dead inside a popular ride, her boyfriend quickly becomes the prime suspect. The suspect's mother reaches out to you in hopes of clearing his name, but even she has to admit that the evidence against her son looks bad. Could someone else have had a score to settle with the victim, or is the boyfriend as guilty as he looks? Behind the boardwalk's picturesque facade lies a criminal underworld where everyone's got something to hide. Scheduled to ship in

BODY ON THE BOARDWALK

February 2023. HAK RET2BD001\$31.99

HUNT A KILLER



HUNT A KILLER: DEATH AT THE DIVE BAR

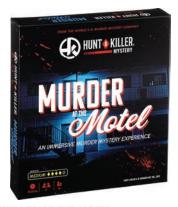
Hunt A Killer has shipped over 2 million boxes to murder mystery fans all over the world. They've taken all of their expertise and created an immersive investigation that can be played in one sitting. An authentic and immersive investigation. You'll feel like you are solving a reallife murder mystery! Decode ciphers, piece together clues, consider all the evidence and solve the crime. It's like an escape room delivered right to your door. Scheduled to ship in February 2023.

HAK 001.....\$31.99

TAILS ON FIRE

Tails on Fire is an interactive card game in which the ever-changing selection of the best three playing cards for a round leads to a permanent dilemma. At the start of a round, players choose only 3 cards out of up to 10 to use this round. On their turn they can either play a card exactly 1 higher than the last or pass. If your card is still on top of the playing pile when your turn comes around again, then you win the round and take a fire card and sometimes steal some more from others. At the end of the game, the player with the most flames wins! Scheduled to ship in February 2023.

HEG HG013E......\$17.99



HUNT A KILLER: MURDER AT THE MOTEL

Channel your inner detective to investigate the murder at The Sunset Motel. Uncover the potential means and motives of each suspect through clues, puzzles, and physical evidence. Use journal entries, motel security, police reports and more to help guide you through a challenging and immersive experience with tons of twists and turns along the way. Scheduled to ship in February 2023.

HUNT A KILLER: NANCY DREW - MYSTERY AT MAGNOLIA GARDENS

When Nancy Drew begins to investigate a potential poisoning at the botanical garden known as Magnolia Gardens, she soon becomes poisoned herself. In the small window before her symptoms take hold, Nancy manages to collect all of the evidence the player will need, and to interview the potential suspects. Someone at Magnolia Gardens is using the facility's dangerous plants for nefarious purposes, and Nancy needs your help to find out who before the culprit strikes again. To unearth the culprit, the player must figure out which suspect had the means, motive, and opportunity to commit the crime. Scheduled to ship in February 2023.



HAK NANRET1BD001

IELLO



CHEESE MASTER

In Cheese Master players are rolling all dice and need to be as fast as possible to figure out how many cheese are left on the floor. Each die will show animal faces or cheese pieces and create a funny interaction that you will need to understand before your opponents. They are 4 cheeses but 2 mice eating cheese, 1 cat is there, chasing a mice but before they do so, the dog is making the cat running away. So how many cheese pieces are left? Be quick as the slowest of players will not even be able to take a guess! Scheduled to ship in February 2023.

IEL 70048.....\$15.99



Mancy Drew

WICKED! MICRO EXPANSION

Introduced in the Dark collector's edition of King of Tokyo, now you can add the Wickedness Gauge to ALL your King of Tokyo games! This expansion includes the Wickedness board, 10 Wickedness tiles and all 15 counters representing every monster in the *King of Tokyo* base game and expansions. Scheduled to ship in March 2023.

IEL 51899..... \$9.99



LITTLE TOWN ARTISANS

Little Town is a clever and accessible strategy worker placement game, designed to be played with family but also between more experienced gamers. Simple to handle, its depth allows everyone to quickly develop their own way to play. Scheduled to ship in February 2023.

IEL 70094.....

PUZZLE CHALLENGE: FIRE FIGHTERS TO THE RESCUE

Puzzle Challenges are puzzles/brainteasers for kids ages 6 and up! Have fun putting together a puzzle while completing . Challenges outlined on cards! Your little ones will enjoy experiencing these thrilling moments and interacting with puzzles in a very original way! There are 40 Challenges in this box, all with increasing difficulty. Each challenge will first ask you to build a Landscape within the square frame. Once done, flip all the remaining puzzle pieces to their "road" side. Scheduled to ship in February 2023. IEL 70052EN\$19.99



JAPANIME GAMES



EPIC SEVEN ARISE CORE BOX

Orbis, the God of Nature, was severely attacked in the Celestial War and nearly perished, Diche, the Goddess of Life, has saved the land of Orbis and given new life to every living thing in it. But it will not last long, for her power is slowly fading. Players take on the role of the heroes and protect the land of Orbis from the Archdemon and the Acolytes. Each player will enter the role of the heirs, beings created by the Goddess of Life, Diche, to protect the world of Orbis from the Archdemon and the Acolytes. Each hero comes with a skill deck representing their unique set of skills to the table. You need to use your skills well if you intend to defeat the

Archdemon. Scheduled to ship in February 2023. GGD E7A-C01PI



EPIC SEVEN ARISE: FOR HOPE EXPANSION

This expansion includes 3 new chapters boxes with new artifacts & encounter tokens to further increase replay value, it also brings the epic finale of Episode 1 and the side story "Two Keys to Freedom" Scheduled to ship in February 2023. GGD E7A-C02PI

EPIC SEVEN ARISE: ACOLYTES SET

Acolytes Set adds 2 new boss characters from Episode 1 to enhance the Core Box gameplay experience. Scheduled to ship in February 2023.







IRONGUARD TOP LOADERS

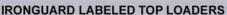
They may be made of cardboard, but to you they're as good as gold. Whether your thing is collecting, trading or gaming, you want your cards to be safe so you can continue to enjoy them for years to come. Protect your cardboard gold with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Choose from standard 35 pt, 55 pt and 75 pt for thicker cards. Bundled in packs of 25.

35PT RETAIL PACK DIA STL215472PI 35PT FULL CASE (BOX OF 40 PACKS).....PI 55PT RETAIL PACK DIA STL215477PI 75PT RETAIL PACK DIA STL215478.....PI

IRONGUARD SEMI-RIGID CARD SLEEVES

Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card holders per pack.

RETAIL PACK (200 SLEEVES) DIA STL215479.....PI

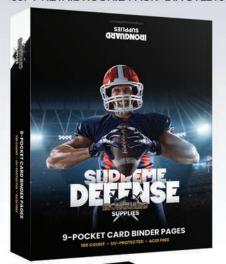


You're at first and ten, the bases are loaded, and there's ten seconds left on the clock. Do you steal, blitz, or go for a three-pointer? Whatever you decide, you need to know all your bases are covered, and for that you need Ironguard. Protect your most valuable players with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Now featuring a "Numbered Card" or :Rookie" label, to identify the rarest of the rare! Designed for regular-thickness 2.5" by 3.5" cards, these 35 pt card holders are made of rigid PVC, and measure 3" by 4". Bundled in packs of 25.

35PT RETAIL NUMBERED PACK DIA STL215476......PI 35PT RETAIL ROOKIE PACK DIA STL215475.....PI







IRONGUARD 9 POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your -binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter display, because we roll like that.

25 COUNT PACK DIA STL 230307.....PI 25 COUNT BLACK PACK DIA STL230313.....PI 100 COUNT DISPLAY DIA STL 230304.....PI 250 COUNT DISPLAY DIA STL230315.....PI

IRONGUARD PENNY SLEEVES

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard size or graded card size. Sold in packs of 100, which is one of or favorite numbers. STANDARD 100 PACK DIA STL230325.....PI

GRADED 100 PACK DIA STL230326.....PI



IRONGUARD MAGNETIC CARD HOLDERS

Magnets are the future, and the future is now! Embrace the wonder of magnets ar protect the jewels of your card collection with these high-quality cardholders! Designed for regular-thickness 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. No screwdriver required! Perfect for high-value cards! Available in 35pt and 55pt thicknesses.

35PT RETAIL PACK (25 HOLDERS) DIA STL215480......PI 55PT RETAIL PACK (25 HOLDERS) DIA STL215481......PI



IRONGUARD EASY SLIDE PENNY SLEEVES(EXCLUSIVE)

Toploaders and semi-rigid card sleeves are a great way to protect your cards, but getting the cards in and out? THAT'S tough. That's why we've developed new "Easy Slide" penny sleeves, that are designed to go INSIDE an outer layer of protection. They have a longer lip, so getting them in and out is easy -- like the name! Choose from small lip for getting out of toploaders, and large lip for getting out of semi-rigid cardholders. Sold in bags of 100, because 101 seemed like overkill.

SMALL LIP 100 PACK DIA STL280351.....PI LARGE LIP 100 PACK DIA STL230353.....PI







IRONGUARD TEAM SET BAGS

Trying to get the team back together? Keep 'em cozy in our Team Set bags, which can hold up to 30 standard-sized cards comfortably. (Don't ask us how we know they're comfortable.) With these bags, keeping track of teams, players and subsets is easy-peasy. Sold in bags of 100, so you can be General Manager of your own league!

100 PACK DIA STL230418.....PI



IRONGUARD CARD SLEEVES BOX

All hands off deck! Keep your card deck out of your sweaty mitts by putting it in one of these opaque deck cases! Holds 100 cards.

SUPPLIES

BLACK CARDFOLIO 20 9-POCKET PAGES

Box DIA STL230355.....PI



IRONGUARD COLOR TOP LOADERS (EXCLUSIVE)

When you're facing down a goblin horde, and all that stands between you and total annihilation are 60 cards and a six-pack of energy drinks, you're gonna need some protection. For your cards, we mean. Protect your deck with these collector-quality toploaders, perfect for light skirmishes, protracted battles and long-term crypt storage. Now featuring a black border or yellow border, to identify your game of choice! Designed for regular-thickness 2.5" by 3.5" cards, these 35pt card holders are made of rigid, dragon-scale-quality PVC, and measure 3" by 4". Bundled in packs of 25.

35PT RETAIL BLACK PACK DIA STL 215473.....PI 35PT RETAIL YELLOW PACK DIA STL215474.....PI

IRONGUARD 9 POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

BLACK DIA STL 215443.....PI BLUE DIA STL 230319.....PI



IRONGUARD BOARD GAME SLEEVES

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

100 PACK DIA STL230327.....PI MINI 100 PACK DIA STL230328......PI EU 100 PACK DIA STL230329......PI EU MINI 100 PACK DIA STL 230330.....PI TAROT 100 PACK DIA STL 230331.....PI



SUPPLIES

BLUE CARDFOLIO

IRONGUARD CARD SLEEVES

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

BLACK 50 PACK DIA STL230344......PI GREEN 50 PACK DIA STL 230334......PI GREY 50 PACK DIA STL230332......PI PURPLE 50 PACK DIA STL230336......PI RED 50 PACK DIA STL230335......PI YELLOW 50 PACK DIA STL230333......PI



GIM





SPOTLIGHT



YU-GI-OH! TCG: MAZE O **MEMORIES BOOSTER** DISPLAY (24)

Maze of Memories is packed with cards that open the gates to Yu-Gi-Oh!'s history! You can relive the advent of Yugi's first Ritual Monster with Black Luster Soldier - Legendary Swordsman! Get back to class with the Duel Academy Field Spell, or rev it up with Accel Synchro Stardust Dragon! Every good labyrinth needs a guardian, and Maze of Memories is defended by new World Premiere cards that revitalize the Paradox Brothers' iconic Gate Guardian! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 86002\$107.76

SPOTLIGHT OI

ACROSS AMERICA FLUXX (DISPLAY 6)

Road trip! Yes, the ever-changing card game is hitting the road and seeing the sites on a drive across the United States of America. From famous landmarks to national parks, it's got everything from the Golden Gate Bridge to the Statue of Liberty, including the Grand Canyon, Hollywood, Cape Canaveral, Devil's Tower, the monuments of DC, and, of course, Amusement Parks. Perfect for vacations or armchair travelers. Across America Fluxx includes a few special twists, including the New Rule "Play All Day" and an Action called "Route 66." Who calls shotgun

LOO 126\$20.00



YU-GI-OH! TCG: POWER OF THE ELEMENTS BOOSTER **DISPLAY (24) UNLIMITED EDITION**

Unleash the Power of the Elements this summer! This 100-card set is the latest core booster for the Yu-Gi-Oh! Trading Card Game. Unearth multiple brand-new strategies and discover new cards for beloved themes like Elemental HERO from Yu-Gi-Oh! GX! Scheduled to ship in December 2022. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. KON 85971 \$100.56



LAY WASTE GAMES

HEADS WILL ROLL

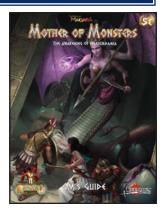
Everyone knows dragons love hoarding gold in their caves and laying waste to any wouldbe intruders. It turns out dragons also have designed their own game using the leftovers... To play, take turns rolling a fistful of pieces out across the table and flicking your Shield through the scattered Skulls to earn (or lose) points. Hit the treasure chest to bank those points and add them to your total. First player to reach 21 points wins. Scheduled to ship in February 2023. LWS 1501.....\$12.00

LEGENDARY GAMES

MOTHER OF MONSTERS: GM GUIDE (5E)

The 40-page Mother of Monsters GM's Guide brings you a wealth of insider information on the epic adventure opportunities to be found in the Kagari Isles. You'll find lore about the hidden history of these lands and seas, from the Age of the Titans to the Age of Despair and the current Children of Maigara. You'll likewise find and expansive gazetteer of the people and places of the archipelago, with beautiful maps, fiendish factions and organizations, and so much morel

LGP 530MOM025E \$12.99



LUCKY DUCK GAMES

Oros is a game of strategy, where you will be faced with choices between moving the land itself, erupting volcanoes, building shrines, or repositioning your Followers on every turn. Shift the land itself, move an dcollide tiles, from and erupt volcanoes, worship to gain wisdom, journey around the ever-changing landscape, and build sacred monuments in the pursuit of wisdom and knowledge. Customize your actions by moving your Followers between upgradeable action spaces on individual player mats. Manipulate a shared environment like a giant puzzle of plate tectonics. Shift, move, build up, erupt, and reposition the land by sliding and colliding tiles on the shared board. LKY ORŎ-R01-EN.....\$49.99



MAESTRO MEDIA VENTURES



THE BINDING OF ISAAC: FOUR SOULS REQUIEM -THE BIG BOI BOX

The Big Boi Box is the perfect product for gamers that already own the 1st Edition of Binding of Isaac: Four Souls. The box is big enough to hold the existing game plus it comes with the Requiem expansion, new tokens and a collector's dice.

MMV 2631\$65.00



THE BINDING OF ISAAC: FOUR SOULS 2ND EDITION

Four Souls starts by giving each player their character cards, item cards, three loot cards, and coins. Play goes from player to player as each choose to play loot cards, buy items from the store, or attack monsters! The first player to obtain four souls reigns supreme. Are you ready to tackle The Bloat and other evil adversaries?

MMV 2617\$40.00

FEATURED ITEM



THE BINDING OF ISAAC: FOUR SOULS REQUIEM - THE ULTIMATE COLLECTION

The *Ultimate Collection* is a huge value for consumers. It contains the *Binding of Isaac: Four Souls 2nd Edition*, the *Requiem* expansion and the *Four Souls* + cards along with coins, dice and tokens.

MMV 2648\$120.00

FEATURED ITEM



THE BINDING OF ISAAC: FOUR SOULS REQUIEM EXPANSION

The Binding of Isaac: Four Souls Requiem is a vast expansion that almost doubles the number of cards in the game. It features 250 new cards that you can add to the copy of Binding of Isaac: Four Souls you already own (1st or 2nd edition). The new features make the game even more complex and exciting!

MMV 2624\$35.00



- Create a unique Pony, Pegasus, or Unicorn character of your very own
 - Complete hardcover rulebook for telling your own My Little Pony stories
- One player is the Game Master who leads the story for 2–5 other players
- Contains an introductory story for a new group of friends
- Explore Ponyville, the Everfree Forest, and the rest of Equestria like never before
- Interact with favorite My Little Pony characters to make friends with or face as foes

RGS09627 MSRP \$50

COMING SOON Q2 2023!





www.renegadegames.com

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GIO

37



KINGS OF WAR: AMBUSH STARTER SETS

Scheduled to ship in January 2023.



EMPIRE OF DUST

The cursed armies of the Ahmunite pharaohs march from the deserts to reclaim their masters once-great empires. Rank upon rank of gilded skeletons and revenants march into battle, unheeding of their casualties - for any who fall can simply be raised again to fight for the glory of the pharaohs.

MGÉ MGKWT105\$45.00



FORCES OF THE ABYSS

Although rare, the incursions of the Abyss armies into the mortal world are a very real threat. These rageful demons will cut a swathe of destruction through any civilised realm, burning everything to ash with their hellfire. These invasions are only ever stopped at great cost to the defenders. MGE MGKWA110.....\$45.00



GOBLIN

What the goblins lack in strength and bravery, they more than make up for with numbers, ramshackle machinery, and maniacal glee in outnumbering and dragging down their foes. They'd never win in a fair fight, so they never fight fair making use of every underhanded tactic and advantage they can get their grubby hands on.

MGE MGKWG110\$45.00



HALFLING

Since gaining their independence, the Halfling shires have established a welltrained and well-armed military. These doughty warriors take advantage of every advance their homelands have to offer, from black-powder weaponry, to juvenile aralez cavalry.

MGE MGKWHF103.....\$45.00



OGRE

Roaming tribes of Ogre mercenaries and Red Goblins will fight for whoever pays the most (although one can always be outbid). Even without such an incentive, these burly warriors will seek the toughest foes, highest bounties, and most valuable loot to re-arm and prepare themselves for the next battle.

MGE MGKWH111\$45.00



RATKIN

Vicious and cruel, the stinking hordes of the Ratkin lash out at vulnerable and unsuspecting settlements. These onceslaves take to the field with barbed weapons and mutated monstrosities, eager to enact vengeance on the world that rejected them.

MGE MGKWRK103.....\$45.00



DUNE RPG: ARRAKIS MELANGE DICE SET

Scheduled to ship in February 2023. MUH 052177 \$25.00

FALLOUT: WASTELAND WARFARE

Scheduled to ship in February 2023.



BROTHERHOOD OF STEEL CORE BOX UPDATED

MUH 051905.....\$61.00



SUPER MUTANTS CORE BOX

MUH 051908\$61.00



SURVIVORS JAKE FINCH

MONTE COOK GAMES



CYPHER SYSTEM RPG 2ND EDITION: PLANAR CHARACTER OPTIONS

Scheduled to ship in April 2023.

MKG 328 \$29.99

MS EDIZIONI



KNIGHTS OF THE ROUND: ACADEMY

Knights of the Round: Academy is a story-driven roleplaying game inspired by Shonen anime, Robot anime of the 90s, Japanese school comedies, and JRPGs, with a dedicated set of rules that will use Traits to describe your characters, and dice to resolve any conflict with interesting and narrative outcomes. You will also be able to push your Limit by spending points to influence what's going to happen to your character. The game is set on Brit'an, a planet at war, inspired by the Britain of Arthurian Legends. Scheduled to ship in January 2023.

AGS KCB-E1EF......\$49.90





KNIGHTS OF THE ROUND: ACADEMY - 24 CUSTOM DICE SET

Scheduled to ship in January 2023. AGS KORTA-DICE.....\$25.00

OSPREY PUBLISHING



PULP!

Pulp! is a scenario-driven skirmish wargame set during the interwar years of the early 20th Century. Players build teams of bold explorers, daring archaeologists, hardboiled detectives, and costumed avengers - or criminal masterminds and evil geniuses - and dive into a world of fortune, glory... and menace. Scheduled to ship in February 2023.

OSP OWG031\$20.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - STOLEN FATE PART 1 -THE CHOOSING (P2)

The Choosing is a Pathfinder adventure for four 11th-level characters. This adventure begins the Stolen Fate Adventure Path, a three-part monthly campaign in which a group of adventurers race against time to gather the scattered parts of a powerful deck of magical fortune-telling cards. This adventure also includes a detailed look at a brand new demiplane tied to the Harrow deck, new rules options to explore these magical cards, and several new monsters ready to test your characters' mettle! Scheduled to ship in April 2023.

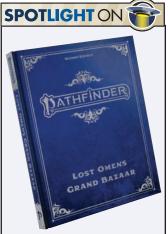
PZO 90190\$26.99



PATHFINDER RPG: FLIP-MAT - BOARDWALK

Down on the boardwalk, there's more than just opportunities for bargains and entertainment, for it's here that your next urban adventure might begin! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your players head down to the local waterfront, these maps have you covered. With Pathfinder Flip-Mat: Boardwalk, you'll be ready the next time your players head to the waterfront! Scheduled to ship in April 2023.

PZO 30128\$16.99



PATHFINDER RPG: LOST OMENS - THE GRAND BAZAAR HARDCOVER (SPECIAL EDITION) (P2) Be the first to market with Pathfinder Lost

Omens Grand Bazaar Special Edition! The Grand Bazaar is Absalom's greatest marketplace, featuring items from all over Golarion. Here, an adventurer can find equipment of all kinds to help them on their next quest like new weapons, armors, magic items, accessibility items to enable adventures for anyone, new animal companions, and more! The Grand Bazaar is also home to countless unique merchants and shops. Game Masters can use these new shops as part of their campaigns to flesh out the world and inspire new adventures. See what's for sale at the Grand Bazaar and snap up the good deals while you still can! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in

PZO 9310-SE \$59.99



STARFINDER RPG: ADVENTURE PATH -**DRIFT HACKERS PART 3 -**INTO THE DATAVERSE

Into the Dataverse is a Starfinder adventure for four 11th-level characters, wrapping up the 3-volume *Drift Hackers Adventure Path*. Drift Hackers is part of the Drift Crisis, an event taking place across the entire Starfinder game line, in which faster-than-light travel breaks down and the galaxy is thrown into chaos. In addition to the adventure itself, this book includes ways to expand your campaign, an examination of hacking techniques, as well as an Adventure Toolbox filled with a collection of strange alien and technological creatures. Scheduled to ship in April 2023.

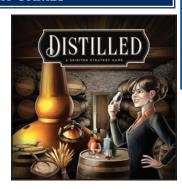
PŽO 7251\$24.99

PAVERSON GAMES

DISTILLED: A SPIRITED STRATEGY GAME

Distilled: The Spirited Strategy Game is a highly-thematic, medium weight euro game about crafting alcoholic spirits in a distillery for 1-5 players. The gameplay takes inspiration from real-world distillery processes with resource management, recipe fulfillment, tableau building, and mitigate-your-luck mechanics. Scheduled to ship in January 2023.

PVG 01000\$89.99



PILLBOX GAMES



MUD

You are a wealthy mogul trying to influence the next presidential election for your own gain. Win by being the first to secure a solid block of voters of either party. You decide how corrupt to be. Every player is dealt seven cards and can place three voter cards face up in front of them (creating a voter map) each turn. Depending on how many players, you'll need at least three voters in three regions, all of the same political affiliation, on your map to win (undecided voters are wild). Peppered in the deck are RAT cards, which give you strong advantages. Do you risk a scandal, or do you play it safe? The choice is yours in this dirty game of American elections. Scheduled to ship in February 2023. PBG MUD01\$25.00

PLASTIC SOLDIER COMPANY

DOGFIGHT!

In Dogfight! two rival aviators of the First World War duel each other with Biplanes across the sky. To defeat your enemy, you must maneuver yourself to get behind them and shoot at exactly the right moment!

Dogfight! is played over a maximum of three rounds or until one of the Biplanes has been shot down. If a Biplane is shot down, the game ends immediately and the surviving player is declared the winner! If the third round ends and neither Biplane has been shot down, the player who has taken fewer hits is the winner. Scheduled to ship in February 2023.

PSC DGF001\$29.99



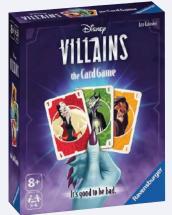




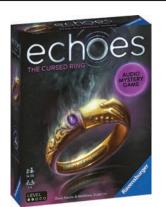
BIG CITY BUILDER

Your toddler will build fine motor skills, color matching, direction following, turn taking, and decision making with Big City Builders! Pick up materials from construction sites, roll the die and move your truck to the matching road, and deliver materials to the right site to collect stars. Big City Builder includes multiple ways for your child to play on their own and for you to play together. Scheduled to ship in March 2023.

RVN 20938.....



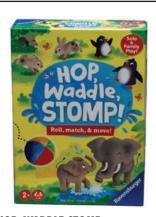
Game play in Disney Villains: The Card Game is simple, but the villains rarely stay loyal to you, possibly giving points away to other players. In the game, each player takes their own villain deck, which consists of cards numbered 1-6 three times in various colors. Shuffle your deck, then lay one card face up and take four cards in hand. On a turn, you must play one card from your hand that matches the number or color of the card on top of your pile - but if the card you would play matches the top card of your left- or right-hand neighbor's discard pile, then you must play it there instead! Whoever has the most points wins! Scheduled to ship in April 2023. RVN 27285\$11.99



ECHOES: THE CURSED RING

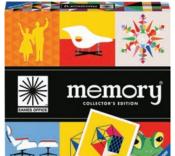
An antique heirloom persecutes a young woman with bad luck. Listen to the origin of the ring and reveal the truth behind an ancient curse in echoes: The Cursed Ring. echoes is a co-operative audio mystery game. Using the free app, players listen to mysterious noises and voices that are connected to the playing material. Together they look for hints in the sound bites to bring the story parts in order and solve the case. Scheduled to ship in February 2023. RVN 20867.....\$9.99





HOP, WADDLE STOMP

Your toddler will build fine and gross motor skills, animal recognition, color matching, direction following, and turn taking with Hop, Waddle, Stomp! Toss the soft, colorful ball, choose a matching puzzle piece, and waddle across the room to unite the baby animals with their families. Ravensburger preschool games grow with your child! Hop, Waddle, Stomp! includes multiple ways for your child to play on their own and for you to play together. Scheduled to ship in March 2023. RVN 20937.....\$19.99



MEMORY: COLLECTOR'S EDITION -EAMES OFFICE

Find matching pairs in this memory Collector's Edition, featuring elegant and modern illustrations of historic Eames Office figures and designs. This Collector's Edition includes a full-color guidebook of each illustration paired with photography and descriptions of Eames Office history. Established in 1941 by Charles and Ray Eames, the Eames Office made significant contributions to architecture, furniture design, industrial design and more and continues to preserve and extend one ofthe world's most influential design legacies. Scheduled to ship in February 2023.

SPOTLIGHT (

MINECRAFT: HEROES OF THE VILLAGE

Adventure and fun await in this cooperative Minecraft game! Can you protect the Village from raiding Illagers? Explore the world, collect Blocks, fight Mobs, and build defensive buildings before marauding Illagers invade. Your helpful animal companions will stand faithfully by your side! Scheduled to ship in April 2023. RVN 20914.....\$29.99





PINATA BLAST

A game of throwing dice and grabbing candy! Experience the joy of racing for piñata candy in this fast and fun familyfriendly party game. Drop the dice, snag the dice that match your cards before your opponents, but watch out for rotten candy. Earn the most points to win! Scheduled to ship in March 2023.

RVN 60001984.....\$12.99



THE QUEST FOR **EL DORADO - NEW**

In The Quest for El Dorado, players take the roles of expedition leaders who have embarked on a search for the legendary land of gold in the dense jungles of South America. Each player assembles and equips their own team, hiring various helpers from the scout to the scientist to the aborigine. All of them have one goal in mind: Reaching the golden border first and winning all of the riches for themselves. Whoever chooses the best tactics will be rewarded! Scheduled to ship in April 2023.

RVN 27456.....\$39.99



RAINY RANCH

Your toddler will build fine motor skills, color matching, shape recognition, direction following, and turn taking with Rainy Ranch! Roll the die to lead animals into the barn, watch out for raindrops, and get everyone safely inside before it rains. Ravensburger preschool games grow with your child! Rainy Ranch includes multiple ways for your child to play on their own and for you to play together. Scheduled to ship in March 2023.

RVN 20939.....

.....\$19.99



SAKURA HEROES

Who will master the challenges of the magic mountain? In Sakura Heroes, you face dice tasks that become more and more difficult as you advance. Collect flowers and lucky charms to complete the challenges. Everyone rolls their dice at the same time and tries to get the right symbols with their dice as quickly as possible in order to advance to the next level. Collect the most valuable diamonds on your way to the top of the magic mountain to be crowned the heroic victor! Scheduled to ship in March 2023.

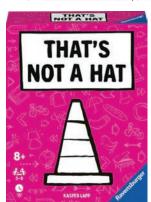
RVN 20957.....\$19.99



SCOTLAND YARD: SHERLOCK HOLMES EDITION

In Victorian London, the most famous detective Sherlock Holmes and his team are hunting the mysterious criminal Moriarty. The chase takes place across the city, and the detectives have to work together to catch him. In Scotland Yard: Sherlock Holmes Edition, a new version of Scotland Yard, players slip into the roles of Sherlock Holmes, his brother Mycroft, and his companions Dr. Watson, Inspector Lestrade, and Irene Adler and pursue Moriarty throughout the streets of London. Scheduled to ship in February 2023.

RVN 27344.....\$39.99



THAT'S NOT A HAT

Can you remember a few items? Sounds easy? It's a challenge in That's not a Hat! Players give gifts to each other while trying to remember who gave what and which gift they have in front of them. If they can't remember, they have to bluff to avoid a penalty point. An unforgettable game! Scheduled to ship in March 2023.

RVN 20955.....\$9.99

ROLE 4 INITIATIVE

POLYHEDRAL DICE: DIFFUSION

Scheduled to ship in March 2023.



DWARVEN MEAD - SET OF 15 R4I 50411-FC.....\$25.99



GOBLIN GREEN - SET OF 15 R4I 50539-FC.....\$33.99



GOBLIN GREEN - SET OF 7 R4I 50539-7C\$16.99

POLYHEDRAL DICE: DIFFUSION

Scheduled to ship in April 2023.



SEA FOAM - SET OF 15 R4I 50512-FC.....\$27.99



SEA FOAM - SET OF 7

R4I 50512-7C\$13.99



futuristic heroes and action-packed campaigns all with one box!

PZ07110

MSRP 39.99



WWW.PAIZO.COM









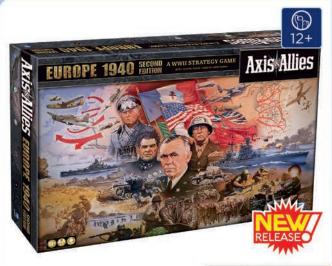


AXIS & ALLIES 1941

- · Updated box size to better fit components!
- · Punchboard tokens are now double sided!
- · 160 plastic miniatures with resealable bags for storage.
- · Updated rulebook based on Errata documents and FAQs

RGS02553 \$40

Q2 RELEASE!



AXIS & ALLIES 1940 EUROPE

- Theater-level combat focusing on the Western Hemisphere at the beginning of World War II.
- 610 plastic pieces! Extra large 35" x 32" game board for a greater play experience.
- Updated rulebook based on Errata documents and FAQs.

RGS02556 \$100

Q2 RELEASE!



\$75

AXIS & ALLIES 1942

- · Command both your country's military forces and its wartime economy.
- Punchboard tokens are now double sided with resealable bags for storage!
- · 410 plastic pieces with new resealable bags for storage!
- · Game board measures 40" wide x 26" high!

RGS02554

Q2 RELEASE!



\$100

AXIS & ALLIES 1940 PACIFIC

- Theater-level combat focusing on the Eastern Hemisphere at the beginning of World War II.

RGS02555

500 plastic miniatures! Extra large 35" x 32" game board for a greater play experience. Updated rulebook based on Errata documents and FAQs.

Q2 RELEASE!



WWW.RENEGADEGAMES.COM







\$30

MY LITTLE PONY
ADVENTURES IN EQUESTRIA DECK-BUILDING GAME PRINCESS PAGEANTRY EXPANSION

- Play as Princess Celestia, Princess Luna, Princess Cadence, or the heroic Shining Armor!
- Use Princess Power! Princesses Celestia and Luna can trigger additional abilities! Power couple Princess Cadence and Shining Armor have extra starting
- cards that work on each other's turns! Attend Festivals using card Traits to earn useful gifts!

RGS02535

G.I. JOE **DECK-BUILDING GAME: NEW ALLIANCES** A TRANSFORMERS CROSSOVER EXPANSION

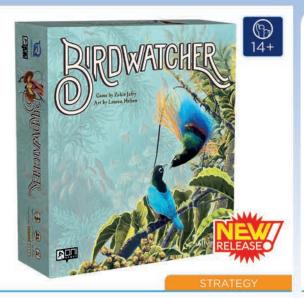
- G.I. JOE teams up with the Autobots! New Autobot cards that can go on missions in their bot mode, without requiring transport, OR in their alt vehicle mode where they'll be able to haul members of the JOE team along.
- New Energon dice pool that must be managed to fuel Autobot skills and tech.

MARCH RELEASE!

RGS02533

\$30

APRIL RELEASE!

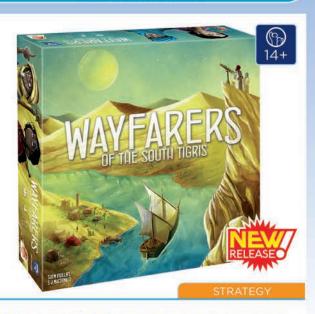


BIRDWATCHER

- · Beautiful bird cards illustrated by Lauren Helton, a biologist and scientific illustrator!
- Build your own tableau of bird photographs and publications!
- · Play solo or against friends!

RGS02326 \$40

NOW AVAILABLE!



WAYFARERS OF THE SOUTH TIGRIS

- Challenging dice placement strategy game!
- Become explorers, cartographers, and astronomers, delving into the lands around ancient Baghdad.
- Grow your personal map tableau, gaining access to new actions and abilities.

RGS02509 \$60

NOW AVAILABLE!







D6 DICE SET (12): 16MM

DIAMONDS

SDZ 0008-08\$19.99

NORTHERN LIGHTS

SDZ 0008-18\$19.99



SPADES

SDZ 0008-12\$19.99



TAHITIAN SUNSET

SDZ 0008-16\$19.99 SDZ 0008-14\$19.99



GARDENERS

Gardeners is a simultaneous cooperative game played silently and in real time. In less than 15 minutes, players must succeed in arranging as many gardens as possible, always composed of the same 36 tiles, but responding to different rules from one round to another. Everyone must deduce the rules in force by observing where the tiles are placed and from where some are removed. A game of Gardeners is made up of an indefinite number of rounds. Scheduled to ship in February 2023. SIT LUMSDO012.....\$24.99

GARDENERS



TIWANAKU

Tiwanaku, first announced as Pachamama, you lead your tribe into unknown territory in search of new lands to cultivate. Your goal: To explore regions and draw outlines to develop cultures according to the customs and legacies of Pachamama. If you honor Her by respecting the great principles of diversity and complementarity, Nature will reward you; otherwise, you will suffer his wrath. In this race, risk-taking, deduction, intuition, and a good sense of timing should allow you to get through. Scheduled to ship in February 2023.

SIT LUMSDO011.....\$49.99

D6 DICE SET (18): 12MM



CLUBS

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

HEARTS

SDZ 0008-11\$24.99



DIAMONDS SDZ 0008-09\$24.99



HEARTS SDZ 0008-15\$24.99





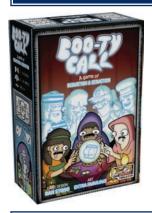


SPADES SDZ 0008-13\$24.99



TAHITIAN SUNSET SDZ 0008-17\$24.99

SKYBOUND GAMES



BOO-TY CALL

In Boo-ty Call, you'll hold a spooky séance with your friends to figure out which smoking hot ghost is looking for love! Boo-ty Call is a party game with humorous art by the one and only "Extra Fabulous". Use charades, faces, and spectral noises to communicate across the veil and get that sweet ghostly action. Scheduled to ship in

SKY 4535.....\$17.99

STEAMFORGED GAMES

<u> ADVENTURES & ACADEMIA: FIRST CLASS</u>

Scheduled to ship in February 2023.





SFL AA1C-002 \$29.95

GIM

GREGOR'S GUIDE TO GATES

GREGORS GUIDE TO GATES

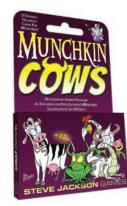
Use these unusual gates to travel between worlds, demi-planes, and dimensions! Welcome, gamemasters! Within the pages of this slim, saddle-stitched book are magic portals, gateways to other worlds that are usable in most fantasy roleplaying games. (Especially games that are based on the classic RPG we all know and love.) Each gate detailed within is more descriptive in nature than mechanical, making it easy for GMs to incorporate these ideas into their games with as few headaches as possible. Sprinkle these gates across your campaign and watch as the player characters stumble their way into endless adventure! Scheduled to ship in April 2023.

SJG 3126.....\$10.00

MUNCHKIN COWS

What's moo? This is – the latest 15-card set of monsters and Treasures for any Munchkin game! Steak your claim to this comical collection of cows before it's gone. You'll veal very sad if you miss it...and that's no bull. Scheduled to ship in April 2023.

SJG 1549.....\$8.00



MUNCHKIN SQUIDS Rought have law shawed in factors for grown for the law shawed in factors for grown for g

MUNCHKIN SQUIDS

STUDIO H



VAALBARA

Subcontinent of Vaalbara, Neolithic era. Your tribe sets out to explore uncharted lands in order to establish sedentary villages. Use the various talents of your tribe to optimize your development, expand your territory and enforce your hegemony! All players have the same deck of 12 cards representing the members of their tribe. Each turn, players choose secretly one card. In the order of initiative of the revealed Characters, players will be able to activate their powers and take over one of the available Territories. Scheduled to ship in April 2023.

TEETURTLE





A party game with no wrong answer!

Score points every time you answer a question the same as other players.

Those that don't think alike can find themselves sent right off the board!



30-90 minutes

Ages **R**+

3-12 players





45

TH3RD WORLD STUDIOS



THE STUFF OF LEGEND: THE BOARDGAME

As Allied forces fight the enemy on Europe's war-torn beaches, another battle begins in a child's bedroom in Brooklyn when the nightmarish Boogeyman snatches a boy and takes him to the realm of the Dark. The child's playthings, led by the toy soldier known as the Colonel, band together to stage a daring rescue. On their perilous mission, they will confront the boy's bitter and forgotten toys, as well as betrayal in their own ranks. In The Stuff of Legend, each player takes on the role of one of the boy's loyal toys, each with their own unique abilities. Scheduled to ship in April 2023.

3W\$ SOLBG001.....\$70.00



FOREST GREEN

UPI 16150......PI



UPI 16145......PI



HOT PINK

UPI 16149.....PI



PUMPKIN ORANGE

UPI 16144......PI



JET BLACK

UPI 16140.....PI



ROYAL PURPLE

UPI 16143.....PI



LEMON YELLOW

UPI 16147.....PI



SKY BLUE

UPI 16141......PI



SMOKE GREY

UPI 16142......PI

TRICK OR TREAT GAMES



GOLD WEST (SECOND EDITION)

Gold West is a game that has delicate balance of resource management and area control. Using a clever mancala mechanism you will build your mining empire while vying over the precious metals of the frontier! Carefully manage your supply tracks and refine the right resources at the right times and you'll keep a step ahead of the competition. This is the 2nd Edition of the popular game Gold West by J. Alex Kevern. Every game will include the new Whitewater Mini Expansion. Scheduled to ship in April 2023.
TOT GWB01\$59.95



TEXAS CHAINSAW MASSACRE: THE GAME

A new game of horror from designer Scott Rogers. The players' van has run out of gas, leaving them stranded and at the mercy of the Slaughter family! Work together and push your luck to escape. In this cooperative game, all players win or lose as a group. Pull tokens from a gruesome bag to take actions - but be careful, pulling too many may antagonize the Slaughter family! Scheduled to ship in March 2023.

TOT TCB01\$59.95



12-POCKET ECLIPSE PRO-BINDER

Scheduled to ship in June 2023.



APPLE RED

UPI 16148.....PI



ARCTIC WHITE

UPI 16151.....PI



LIME GREEN

UPI 16146......PI

DUNGEONS & DRAGONS RPG: COLLECTIBLE OVERSIZED D20 DIE Scheduled to ship in August 2023.







ELVISH RELLANIC UPI 18777.....PI

DARKSTEEL COLOSSUS

(OPTIMUS PRIME)

ÚPI 19738.....

MAGIC THE GATHERING CCG: SECRET LAIR

DECEMBER 2022 DOUBLE SIDED PLAYMAT Scheduled to ship in January 2023.

POKÉMON TCG: PIKACHU & MIMIKYU



FULL VIEW DECK BOX

UPI 16111..

PLAYMAT UPI 16106.....



PΙ

SATIN CUBE - GLITTER



PURPLE UPI 16010.....PI



YELLOW





PURPLE UPI 16014.....PI



YELLOW UPI 16016...

VIVID DELUXE 9-POCKET ZIPPERED PRO-BINDER Scheduled to ship in June 2023.



BLUE UPI 15935......PI



RED UPI 15934......

VIVID DELUXE ALCOVE EDGE Scheduled to ship in June 2023.



UPI 15931......PI



UPI 15930.....



BLIGHTSTEEL COLOSSUS

(MEGATRON)

UPI 19739.....



2" ALBUM UPI 16109.



65CT DECK PROTECTORS

9-POCKET PRO BINDER UPI 16112.....PI



UPI 16107......PI

4-POCKET PORTFOLIO

9-POCKET PORTFOLIO UPI 16108......PI





VIVID DELUXE ALCOVE FLIP

Scheduled to ship in June 2023.

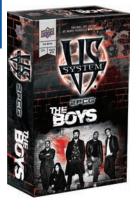




BLUE UPI 15933......PI

RED UPI 15932......PI

UPPER DECK ENTERTAINMENT



VS SYSTEM 2PCG: THE BOYS

Vs. System 2PCG expands into the universe of The Boys! Bring the battle from the screen to your table! Featuring fan-favorite characters Butcher, Hughie, Homelander and Starlight, with images straight from the hit series! A player must KO their opponent's Main Character to be declared the victor! Customize your new team or enhance your existing squad! Each game comes with 200 playable cards across two new team factions, The Boys and The Seven! Approximately 10 new Main Characters and 26 new Supporting Characters! Scheduled to ship in April 2023. UDC 95147......PI

VS SYSTEM 2PCG: MORTAL KOMBAT 11

This 200-card Giant-Sized Issue features the deadliest characters from the hit Mortal Kombat 11 video game. Bring the fight from the screen to the table, gain the upper hand against your opponent, then FINISH THEM! Scheduled to ship in February 2023. UDC 96297......PI



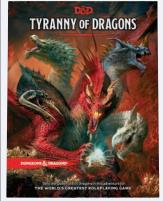
WIZARDS OF THE COAST



HARDCOVER WOC D24290000

HARDCOVER - ALTERNATE COVER WOC D24300000.....\$49.95

SPOTLIGHT O



DUNGEONS & DRAGONS RPG: TYRANNY OF DRAGONS HARDCOVER

Defy the Queen of Evil Dragons in this adventure for the world's greatest roleplaying game. Tyranny of Dragons combines and refines two action-packed Dungeons & Dragons adventures— Hoard of the Dragon Queen and The Rise of Tiamat—into a single sweeping campaign. It also includes a gallery of concept art providing a behind-the-scenes look at the creation of an epic adventure spotlighting Tiamat, one of the most legendary foes in D&D. A wonderful re-introduction to 5th edition's first published adventures for new fans. Begins as a low-level adventure suitable for new players and evolves into an epic, sprawling campaign bringing players all the way from level 1 to level 15.

WOC D12860000.

MAGIC THE GATHERING CCG: MARCH OF THE MACHINES

SPOTLIGHT

THE AFTERMATH -**EPILOGUE BUNDLE**

The March of the Machine: The Aftermath Bundle contains 8 March of the Machine: The Aftermath Epilogue Boosters-lore-packed boosters that continue the story in between sets, with a guaranteed foil and Showcase card in every pack-plus accessories, with 1 traditional foil alternate-art promo card, 40 basic lands (20 traditional foils and 20 nonfoils), 1 oversized Spindown life counter, 1 card storage box, and 2 reference cards. Rebuild the Multiverse while building up your collection in this conclusion to the March of the Machine storyline. WOC D18070000......

THE AFTERMATH -**EPILOGUE COLLECTOR BOOSTER DISPLAY (12)**

The March of the Machine: The Aftermath Collector Booster Box contains 12 March of the Machine: The Aftermath Collector Boosters, Each Collector Booster contains 6 Magic: The Gathering cards and 1 Traditional Foil double-sided token, with 4 cards of rarity Rare or higher and 2 Uncommon cards. Every pack contains a total of 5–6 foil cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D18080000.....PI

THE AFTERMATH - EPILOGUE **DRAFT BOOSTER DISPLAY (24)**

Epilogue Boosters continue the story in between sets. Each lore-packed booster guarantees a foil and a Showcase card! The March of the Machine: The Aftermath Epilogue Booster Box contains 24 March of the Machine: The Aftermath Epilogue Boosters. Each Epilogue Booster contains 5 cards, with a combination of 1-3 card(s) of rarity Rare or higher and 2-4 Uncommon cards. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D18030000.....

COLLECTOR BOOSTER DISPLAY (12)

The March of the Machine Collector Booster Box contains 12 March of the Machine Collector Boosters. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D17910000......PI

COMMANDER DECK

CARTON (5)The March of the Machine Jumpstart Booster Box contains 18 March of the Machine Jumpstart Boosters. Each booster has a theme. Just grab two packs and shuffle them together for wild combos and a unique gameplay experience. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D17920000.....





BUNDLE

The March of the Machine Bundle contains 8 March of the Machine Set Boosters—the best boosters to open just for fun—plus accessories, with 1 traditional foil alternate promo card, 40 basic lands (20 traditional foils and 20 nonfoils), 1 oversized Spindown life counter, 1 card storage box, and 2 reference cards. WOC D17950000.....PI

DRAFT BOOSTER DISPLAY (36)

SPOTLIGHT ON

The March of the Machine Draft Booster Box contains 36 March of the Machine Draft Boosters. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D17870000.....



UNST≜BLE

GAMES





JUMPSTART BOOSTER DISPLAY (18)

This March of the Machine Commander Deck set includes 1 ready-to-play deck of 100 Magic cards (2 Traditional Foil Legendary cards, 98 nonfoil cards), 10 specialty cards, a 2-card Collector Booster Sample Pack, 1 Foil-Etched Display Commander (a thick cardstock copy of the commander card with foil etched into the card's border and art), 10 double-sided tokens, 1 deck box (can hold 100 sleeved cards), 1 Life Wheel, 1 special die, 1 strategy insert, and 1 reference card.NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D17930000.....





GET THEM NOW!

SPOTLIGHT O



SET BOOSTER DISPLAY (30)

The March of the Machine Set Booster Box contains 30 March of the Machine Set Boosters. Each Set Booster contains 12 Magic cards, 1 Art Card, and 1 token/ad card, Helper card, or card from "The List". NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D17900000.....

WIZKIDS/NECA



CRITICAL ROLE: UK'OTOA BOXED MINIATURE

Fresh off its debut during The Mighty Nein Reunited special, Critical Role: Uk'otoa brings a version of the tabletop miniature directly to your collection! This gargantuan miniature features 3 pieces; head, midsection, and tail, all on their own bases that can be posed or positioned all over the battlefield as the rest of the impossibly long serpent coils beneath the waves. Scheduled to ship in September 2023.



CRITICAL ROLE: UK'OTOA BOXED MINIATURE - UNPAINTED

Scheduled to ship in September 2023 WZK 90668.....\$89.99

DUNGEONS & DRAGONS: ONSLAUGHT EXPANSIONS

Scheduled to ship in April 2023.

The Dungeons & Dragons: Onslaught Expansion - Sellswords 1 bolsters your games with exciting new characters for hire! Four new mercenaries apply their skills and offer up new options, abilities and tactics when assembling your party. Kick in the door with Dralm the Tortle Fighter or manipulate the very flow of battle with Molly Farhill, the Gnome Cleric! Hangaku the Human Monk brings forth mobility and expert swordsmanship and Kithra Coldforge the Dwarven Paladin hurls hammers of righteous force!

WZK 89707\$39.99

DUNGEONS & DRAGONS: ONSLAUGHT EXPANSIONS

Scheduled to ship in May 2023.



HARPERS 1 EXPANSION

The Dungeons & Dragons: Onslaught Expansion - Harpers 1 expands your tactical options with four exciting new characters to add to your games! Ayur, the Aarakocra Monk utilizes mobility to take on multiple opponents while Adnan Zarehm the Fire Genasi Cleric brings light down to burn foes and bolster allies. Eileen Rumrunner the Halfling Sorcerer can win big when gambling on her Wild Magic, and Nurith the Locathah Rogue is a master of the ambush!

WZK 89709\$39.99

SPOTLIGHT



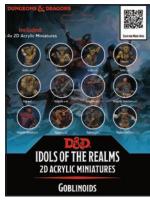
ZHENTARIM 1

The Dungeons & Dragons: Onslaught Expansion – Zhentarim 1 brings four new characters, each with their own unique strategies to your games! Vonkar Zzod the Hobgoblin Cleric wades into battle supported by his spiritual weapon, and "Ruby Eye" Doireann the Dwarf Barbarian dares you to engage. Sha'Bel, Life-Sever the Goliath Fighter excels in the front lines while Daiyu Tseng, the Human Bard hides in shadows, lashing out with psychic blades and malevolent whispers.

WZK 89710\$39.99

DUNGEONS & DRAGONS: IDOLS OF THE REALMS 2D SET

Scheduled to ship in June 2023.



GOBLINOIDS

D&D Idols of the Realms: Goblinoids -2D Set collects an assortment of popular and recognizable monsters, ready to be deployed into any scenario. WZK 94523\$14.99

IDOLS OF THE REALMS **2D ACRYLIC MINIATURES** WIZARDS & WARRIORS **WIZARDS & WARRIORS** Idols of the Realms: Wizards & Warriors -2D Set collects an assortment of characters representing the core playable classes

of D&D. Use these figures as player

characters or Non-player characters in

your games. WZK 94524.....\$14.99





MARVEL HEROCLIX: ICONIX - SPIDER-MAN DOUBLE IDENTITY

Spider-Man Double Identity is the first-ever Marvel HeroClix Iconix release. Made specifically for the collector, Iconix captures the moments that you love from the comics universe and brings them to your game shelf, play table, or HeroClix collection. This Iconix release brings to life a beloved scene from the "Double Identity" episode of the 1960's *Spider-Man* cartoon that has found a second life spreading virally around the comic and online communities becoming a culturally iconic Spidey scene! Few moments in TV, animated or otherwise, are as memorable as this one. Don't miss the chance to add it to your collection! Scheduled to ship in May 2023.

STAR TREK: ALLIANCE -**DOMINION WAR CAMPAIGN**



PART II

This box contains components for 1-2 players to play the *Dominion War*Campaign: part II, including painted plastic ships, cards, tokens, and a 7-mission campaign book. With multiple copies of this set, up to 6 players can battle the Dominion together! You can either jump in here, or continue your story for a truly epic adventure! Create new Klingon captains, or carry forward Federation captains from the Star Trek Alliance: Dominion War Campaign and play a series of campaign missions. Scheduled to ship in February 2023.

WZK 73665......\$49.99



This box contains components for 1-2 players to play the *Dominion War* Campaign: part III, including painted plastic ships, cards, tokens, and a 7-mission campaign book. With multiple copies of this set, up to 6 players can battle the Dominion together! You can either in the control to the control to the control together. jump in here, or continue your story for a truly epic adventure! Create new Romulan captains, or carry forward Federation or Klingon captains from the Star Trek Alliance: Dominion War Campaign Part II and play a series of campaign missions. Scheduled to ship in May 2023. WZK 73667\$49.99

WORLDWISE IMPORTS

CHESS



O/A FIRST CHESS TOURNAMENT SET WITH TRIPLE-WEIGHT PIECES (3.75" KING)

WWI 95200.....\$39.99



O/A PRO CHESS TOURNAMENT SET WITH TRIPLE-WEIGHT PIECES (4" KING)

WWI 95201.....\$49.99

CHESS SET



O/A WALNUT & MAPLE **INLAID DRAWER CHEST** WITH CHESS (3" KING)

WWI 40394WM\$124.99

CRIBBAGE



O/A THREE-PLAYER INLAID **WALNUT CRIBBAGE WITH CARDS**

WWI 33603.....\$69.99



O/A THREE-PLAYER OAK **CONTINUOUS TRACK CRIBBAGE** WWI 33503.....\$24.99

COMBO



O/A WALNUT & MAPLE INLAID DRAWER CHEST WITH CHESS (3" KING) AND CHECKERS (1.25") WWI 40394-35\$139.99



www.CalliopeGames.com

2-6 players







Andrew Haught of Timelapse Game Studios takes you through some of the design choices behind **Doctor Who: Nemesis**.

ne **Doctor Who: Nemesis** is a fast paced multi-player asymmetrical card game. Players take on the roles of Doctor Who's most iconic monsters and villains, racing to enact their evil schemes and rule time and space.

Doctor Who, Take Two

Those who know me know that I am a massive Doctor Who fanboy, so when Gale Force Nine offered me a chance to make a second Doctor Who game for them I leapt at the chance.

When I was first designing **Doctor Who: Time of the Daleks**, I was asked the question "What would a Villain based Doctor Who game look like?".

The idea intrigued me and over the years, every time I had an idea for the game that would eventually become **Doctor Who: Nemesis**, I would jot it down in my game design notebooks. Fast forward six years and I already had most of the concepts and ideas ready to go.

What Makes This Game Different from Other Doctor Who games?

As a game designer I tend to let the theme of my games dictate how the mechanics work, those familiar with my other games, notably 'Doctor Who: Time of the Daleks' and 'Aliens: Another Glorious Day in the Corps' will know that, other than

normally creating games with really long names, I love creating game that stay true to the themes of the source material.

To this end this game stands out for two major reasons, the first and most important is the theme, there isn't another game that has Doctor Who Villains pitting themselves against one another for dominance over everything (The Doctor is just there getting in everyone's way).

This strong theme creates some really unique aspects that I was able to put into the game's core mechanics. For example in the show the Cybermen are always upgrading themselves to create the perfect version of themselves. So in the game their minions start off weak but get stronger as you upgrade them. In this case the theme fed right into the Cybermen mechanics and it was easy for me to understand how they should work in the game

Each of the four races have their own unique twist on how they are played based on how they acted in the show. This strong mechanical tie to the theme is something that I always try to strive for.



Simple Deck Building Mechanics

In **Doctor Who: Nemesis** I wanted to have some deck building aspects for the game to keep it fresh and offer a lot of replay-ability. That being said I didn't want players spending too much time building decks, so normal deck building was not the answer. To this end I came up with an idea that saved time and made it really simple to build a deck while adding that replay-ability I really wanted in the game. Basically players combine two chosen pre-made decks and add two randomly assigned Doctor decks together to form their main deck for the game. Simple and easy without a lot of choices, while still having enough variation that it will be rare for players to play the exact same deck twice.

Why These Four Races?

I wanted four iconic races that would both play differently from each other while also being easily recognized, even by players who only have a basic knowledge of the show. I also wanted a balance between old and new era material in the game, so the races needed to span both eras of the show.

The only exception that I made to this general guideline were the Weeping Angels as I felt have become so entrenched in pop culture now to be included in the game. They also provided the opportunity for a unique playing style that would create different challenges than the other races.

Whether you are a lifelong Doctor Who fan like me, or someone new to the show, there is a universe waiting for you to conquer in this game.





New company Ironguard Supplies has started rolling out their product lines, most of which are available for order in GTM, and some of you may be wondering what their deal is. Ironguard's Marketing Supervisor Zach Oat sat down with himself for a fair and balanced interview, to break down why supplies are important, and why you should choose Ironguard.





What exactly is Ironguard Supplies?

Ironguard Supplies is a new company dedicated to protecting your cards and comics with durable, affordable coverings, including toploaders, penny sleeves, 9-pocket pages and more. Basically, we protect against "collectible carelessness".

Wait, what's "collectible carelessness"? That sounds bad.

We want people to take care of their cards and comics so they can appreciate them for years to come. For instance, did you know that there was a time when kids would put baseball cards in the spokes of their bike, to make it sound like a motorcycle? That makes us want to travel back in time and kick those kids in the teeth. Imagine doing that with an Ancestral Recall card.

Uh, I'm not going to put Magic cards in the spokes of my bike. I don't even have a bike.

Probably not, but are you protecting them against dings, dents, worn corners, etc.? Cards get dropped, energy drinks get spilled, flocks of birds attack, things happen. Those things can reduce the value of a card just as much, leaving you with little to no return on your investment. The right card kept safe today could be a car payment or more — tomorrow.







But I don't buy them to invest, I buy them to play!

Well, don't you want to play forever? Protecting common cards is just as important as protecting the valuable ones. You need a full deck to win a match, and not protecting them means you'll have to take them out of circulation when they're too far gone to use anymore. Instead of spending money to replace them, why not use that money to keep yours safe?

I guess that makes sense. But why should I choose Ironguard?

Because we understand gamers. Most supply companies focus on sports card collectors, but at Ironguard we want to make a product that speaks to CCG players and collectors, from our sweet packaging artwork to the types of products that we offer. Multi-colored deck protectors, deck boxes, cardfolios, black-back 9-pocket pages, even exclusive products no one else has.





Exclusive products? What exclusive products?

We're the only U.S. company that makes toploaders with yellow edges, so you can easily identify your *Pokémon* cards, as well as keep them safe. We've also developed new sizes of penny sleeves, with longer lips that make them easier to slide in and out of top-loaders and semi-rigid cardholders, for double the protection.

Anything else you guys are working on?

Very soon we'll have frames and stands for graded cards, one-touch cardholders made for CCG card packs, as well as acrylic boxes for unbroken CCG cases.

Man, you guys will protect anything.

Hey, Ironguard knows protection, and we're not talking the kind of protection you need when you meet a tarmogoyf in the flesh. Trading cards, card games and comic books are easy to damage, but they're even easier to protect, if you have the right supplies. Ours are affordable, easy to use, and durable enough to keep your prized possessions free from creases, stains, worn corners and other dumb things that can happen on a daily basis. So - collect, protect, and relax!

Zach Oat is the Marketing Supervisor for Ironguard Supplies, and cut his teeth on RPGs in junior high, and CCGs in college. His kids are currently learning D&D. He is very proud.

GTM FEBRUARY 2023

DESIGNED BY 317 GAMES ILLUSTRATED BY ZOJOI



The classic video game series comes alive in this officially licensed board game version! Based on the award-winning video game, you'll explore Shadowgate, the Living Castle, discovering relics and spells and completing legendary quests. Compete against other players to piece together the fabled Staff of Ages – It is only then will you be able to confront the Warlock Lord, fulfill the prophecy, and be crowned High Lord of the Westland!

2-4 PLAYERS | 60-90 MINUTES | AGES 14+ TPQSGB01 | MSRP - \$59.95





PRODUCTIONS

2-5 PLAYERS | 60 MIN TPQNPB01 | MSRP \$59.95



CREATURE FEATURE 3-6 PLAYERS | 30-60 MIN TPQCFB01 | MSRP \$39.95



TROLLFEST 3-6 PLAYERS | 45 MIN TPQTFB01 | MSRP \$59.95



THE TEXAS CHAINSAW MASSACRE: THE GAME

1-4 PLAYERS | 60 MIN TPQTCB01 | MSRP \$59.95







SHADOWGATE: THE LIVING CASTLE

TOT SGB01UPC\$59.95

Available Now!

In 1987 Icom Simulations released a point-and-click adventure game called Shadowgate for the Macintosh, and in 1998 it was released in its most popular form on the Nintendo Entertainment System. Something about the gargoyle on the box still draws people's nostalgia out of them. Shadowgate is widely regarded as a fan favorite of those that had played it, (even if they didn't beat it completely). There was something about it that really gripped people's imaginations.

Though other sequels would be released, (Beyond Shadowgate (Turbo Duo) and Shadowgate 64 (Nintendo 64)) there was something about the original that couldn't be rivaled. The original had been ported to nearly a dozen different systems, it was that popular! So, a remake of the original was created in 2014; updating the graphics, music, and game play to make the game unique and familiar at the

same time.



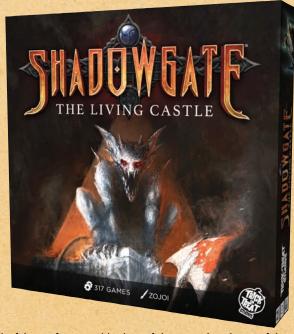


As part of the 2014 re-release, Zojoi had created a card game called Quests of Shadowgate, and though it was an interesting idea, it felt like Shadowgate in name only. Chris Gaizat (317 Games) who was an avid Shadowgate collector and fan, developed a great working relationship with Dave Marsh, (one of the co-creators of the original game) and asked if he could take the idea of Shadowgate and turn it into an adventure game, and Dave excitedly said yes!

So, the obvious question was, HOW do you turn a single player, point-and-click adventure game into a multi-player board game? Pulling from all the lore, Chris drew inspiration from the Scholastic novel, "Before Shadowgate" to help answer this question. Quests of Shadowgate DID get one thing correct, and that's the characters. Over half of the playable characters appeared in the book and it was in the story that it was realized, Jair (the game's hero) didn't go to Shadowgate alone! So, a multiplayer board game

wasn't a stretch; it was canon!

The next hurdle was, how do you make the board game FEEL like Shadowgate? What makes this game so special? Shadowgate is a game of puzzles, facing terrible monsters, and questing to gain items to help you along the way! Slaying those monsters and completing those puzzles by using the items you quested for, while racing the



torch, felt satisfying and built confidence in the player! If the players met their objectives that would lead them to building the legendary Staff of Ages, and ultimately to the confrontation with the Warlock Lord, that's what mattered. After several conventions, playtesting with avid fans, they overwhelmingly felt 317 had captured the FEEL of Shadowgate. Mission accomplished. Now what?

In August of 2021, during the weekend of Gen Con, 317 Games was playtesting Shadowgate trying to gain traction when they ran into Trick-or-Treat Studios, who were also at Gencon jumping into the

fray of board game production, and during one of the breaks from playtesting, 317 Games came upon Trick-or-Treat's booth and sparked up a conversation. Trickor-Treat was looking for horror themed board games, and 317 took their shot to pitch the board game to them... and they

So, to those interested in taking on the Warlock Lord and the Behemoth once again, just know you have that opportunity to experience it now with your friends! Shadowgate is a 2 to 4 player adventure game, where players can choose from 8 different characters with their own unique classes and abilities and Base Trait scores. With character classes like Warrior, Archer, Cleric, Wizard, Smithy, Shaman, Thief and Paladin, you're bound to find a character

that plays to your favorite style!

General gameplay has the players gaining XP points by taking on quests, doing battle with monsters, solving puzzles, and answering Djinn Riddles, while traversing the three levels of Castle Shadowgate.





On their adventure, players will be gaining an inventory of Items, (much like the video game) and equipping Items to gain bonuses to Base Traits and additional abilities. For example, equipped Weapon Items can enhance a Player's strength score, Magical Items can enhance a Player's Mental Trait score, and other Items can earn the Player a new ability, like taking an extra turn, or rolling 3 dice instead of 2 when trying to complete a Quest.



Attempting a Quest is one thing, but failing it is another, in which you'll have one of two outcomes; either the torch burns out faster or you'll gain a Death Card. One thing *Shadowgate* is known for, is its creative deaths. It's easy to see yourself in the video game, dying several times over, and in the board game this is no different, and just like the video game, you get to continue playing, but for each Death Card you gain, you lose -5 XP points at the end of the game. So, the more you die, the less XP points you'll have.

If you're lucky enough to acquire a piece of the Staff of Ages (Staff Item), you'll not only gain +1 to a Base Trait, and an additional 25 XP points (per piece) at the end of the game, but you'll also gain an advantage in fighting the Final Quest boss by adding a bonus die to your attacks against them, which could be either the Warlock Lord, the Behemoth or even the Grim Reaper himself!



After building the Staff of Ages and ultimately foiling the Warlock Lord's plans, whichever Player that accumulates the most XP points at the end of the game will be crowned 'High Lord of the Westland!' Subsequent plays with different characters and final bosses, you're

guaranteed to never play the same game twice!

Each game runs between 60 and 90 minutes, depending on your group's play style; either rushing to

the end or taking your time.

Shadowgate, The Living Castle is one of several new projects to come to light, but not the last! Keep your eyes open and your ears attentive; it's a great time to be a Shadowgate fan!

Chris Gaizat is the Executive Producer at 317 Games, and the Project Lead for Shadowgate, The Living Castle. Residing and based out of Indianapolis, Indiana, Chris has been working in creative media professionally since 2006.



GTM FEBRUARY 2023 57





KNIGHTS OF THE ROUND: ACADEMY

AGS KCB-E1EF...... \$49.90 | Available January 2023!

Knights of the Round: Academy is an anime-inspired, fiction-first, trait-based roleplaying game revolving around the lives of young students in a techno-fantasy school for pilots of giant robots at the court of King Arthur. I first had the idea of an Arthurian setting with giant robots back in 2019, when I was about to publish Not the End, the first high-end game developed by our studio Fumble GDR. Claudio Pustorino, the author of the game, asked me to write a scenario to include in the corebook and I came up with Knights of the Round, my homage to late 90s mecha anime.

Then the pandemic hit and I started an online campaign using my scenario with a small group of people I met on our Discord server. We ended up playing KotR once every week for three months. It was great. Not the End is a game allowing players to make difficult and meaningful choices for their characters, allowing on one hand the players to engage in epic, heroic conflicts, and on the other to play out very dramatic scenes where a character's soul is at the center.

While this can feel very anime-like, it was missing something, so I ended up writing a few

house-rules to let the players feel what I was looking for in an animeinspired game and didn't find anywhere else: fast, dynamic combat; overwhelming feelings; becoming one with one's mecha.

I wrote six pages on how the feelings of the pilot would influence their Knight (the robots in the game). The plan was to test them the next week, but in the next five days I ended up writing about 60 pages of rules for a completely different game that used dice instead of tokens, that had Limit Points players could spend to influence the

dice tests, and a Job System similar to the Bravely Default video game.

Playing during the pandemic helped me focus on what I expected to see during the sessions, as I strived for human contact and friendship. I realized that a major part of what I liked in Shonen anime was a feeling of belonging to a group, a newfound family, and I also realized no game I usually played focused on helping each other. Most games focus on becoming more powerful as an individual, who can be part of a group, but who's ultimately on their own. I wanted to make sure the characters had to help each other if they wanted to have a chance to succeed, so I added a simple rule: a character could spend points to add dice to their pool, increasing the chances of getting a critical success, but they couldn't spend it to add bonuses to the results, and since critical failures, or Disasters, could only be removed using these bonuses, this meant

players would have to help each other.

What really helped playtesters to get in the mood of helping each other and relying on other characters was the setting: while the original scenario had adult pilots fight as Knights at the court of King Arthur, something most fantasy RPG players are familiar with, the new game I was writing had an additional caveat: characters would be students of an Academy. This had a massive impact on the game, as the players had to imagine themselves as teenagers struggling with bullies, homework, love, and friendship, while only occasionally fighting dragons using giant mecha suits. Students' lives weren't conflict-free, but having the usual dragon-slaying adventures removed from their day-to-day lives helped players enjoy more mundane struggles, and helped them build stronger connections with other characters, and that's when I had the idea for Affinities.

KotR:A isn't the first using ties between characters both as a narrative device and a mechanic, but unlike most games Affinities usually play a huge part in the development of characters, especially during a whole campaign. During playtesting we had all kinds of affinities: between

ters, and even many love-and-hate situations where a student fell for their own nemesis. I also wanted to encourage players to develop Affinities, and so having an Affinity that goes up to 10 points, the maximum allowed in the game, is the only way you can bring someone back from the dead, in KotR:A.

lovers, between friends, brothers, and sis-

In the end, KotR:A's playtest involved 200 players online and offline for more than a year, and this kind of public blind playtest really helped me shape a game that

went over and beyond to say what I wanted to say, what Shonen anime taught me since I was a child: we are not alone, we are as strong as the people we meet on our path, we have one heart, but the strength of many. And that became the motto of the Academy: *Unum Cor, Vis*

became the motto of the Academy: *Unum Cor,*Plurium — the heart of one the strength of many

Plurium — the heart of one, the strength of many.

•••

Claudio Serena is an Italian game designer, ■

Claudio Serena is an Italian game designer, but he's first and foremost an otaku at heart. Founder of Fumble GDR, the first actual play podcast in Italy, and author of several TTRPGs,

Claudio has been playing since high school and has no intention to stop.



A GAME BY CLAUDIO SEREN

Colonist

Bret'ons and Sax'ons have forgotten that humans were not born on Brit'an, but the inhabitants of the 12 Space Colonies have not forgotten that Brit'an is only one of the many planets that humans have colonised over millennia.

Almost completely unaccustomed to gravity due to centuries spent in orbit, Colonists very rarely travel to Brit'an. The only thing that really distinguishes a Colonial resident from a Bret'on or a Sax'on is the colour of the skin, which is almost ashen, an adaptation due to life in the Space Colonies.

Many people on the surface see them as charlatans and schemers whenever they talk about the Colonies and how Brit'an is not the human homeland, but just a slightly bigger Colony.

Themes to Explore

Recommended Traits

Colonialism

* Archaeology

Separatism

Old Earth tech

Reclaiming what is owed

Adapted to Space

narents (or who

5. Write your first Traits

Traits are words or short sentences that describe something the Student can do (Hide, Shoot), that they have studied (Ancient History, Sidhe Magic) or that they simply have a knack for (Finding the Way, Persuading).

A Trait might even be an iconic item (Excalibur, My father's watch), a loyal pet (My steed, My familiar) or a relationship with someone (My new

You can use Traits to add dice to a Test, if you can figure out a way to describe how a Trait will help you in the Scene: you might use Guinevere if their life is in danger and you want to save them, or if the thought of getting back to them will give you the strength to endure your adversities. you might use Excalibur in a duel or Finding the Way if you are lost in the

A Student will start with four Traits. You can write them in your Curriculum now or after you choose your Job.

6. Write your Flaw

Your Flaw isn't a Trait you can use to add a die to a Test, but like the Legacy, it has a mechanical effect, as well as enriching your Student's personality.

The Flaw is something that might endanger a Student under pressure, by showing their weaknesses.

You can use your Flaw to restore 1d6 Limit Points during a Test, before rolling the dice, but only if you describe how the Flaw makes it more dangerous for the Student, raising the Difficulty of the Test by 1: you might describe how being shy makes it all the more difficult to convince a guard to let you through, or how you ignore your friends' pleas to retreat in a desperate situation because you're too hot-headed to abandon a conflict.

If the Test's Difficulty was already 6, adding your Flaw will work as a



- ◆ PHISICAL: I can't manage my strength; I can't control my Core
- CHARRACTER: act without thinking: I think too much and always act late
- Social: I don't know which people I belong to; I want to be better than

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Majin



Dr Merlin's first attempt at building an autonomous version of a Knight, their name means *machine* in Avalonian (*machina* in Sax'on).

However unstable, their Artificial Intelligence provided the basis for the Andruids.



Merlin



Dr Merlin is an atypical Avalonian: he has repudiated his homeland, finding human leaders' minds easier to manipulate for his own purposes. He has undergone several surgeries to look like a normal Bret'on.



PASSIVE THREAT TECHNIQUE Artificial Magic

The Majins' primordial Artificial Intelligence is still the result of Dr Merlin's genius, and although not as refined as an Andruid, they are much more aggressive. When a Majin comes into contact with a Knight, they try to transfer their consciousness into the new mechanical body, making it impossible to use Knight Traits until the pilot gets a double Success or Triumph in a Test against the Majin.

IOB SYSTEM

Jester

Laughter can be deadly... However, the real thinking behind this idea is that a good Jester can fill their classmates with courage.

A Jester's task is to alleviate the suffering of their classmates while demoralising their opponents, breaking the status quo.

So what if the teachers told us to leave it be, to not go near the old abundoned building, to not try to get into the Round's secret laboratories, and, most of all, to not ask questions about where our classmate has gone? You can only learn from your mistakes, so now hand me that lockpick, this trapdoor won't open by itself!

Themes to Explore

- Breaking the status quo
- Laughter is the best medicine
- Just a secondary character

Recommended Traits

- sharp words
- ♦ Instilling courage
- Lowering morale

Nemesis

- Authority
- Someone you hurt
- Despair



PASSIVE THREAT TECHNIQUE Backdoor

Having developed almost all of Brit'an's most popular operating and Artificial Intelligence systems, Dr Merlin added several backdoors which gave him access to a wide variety of computer systems.





The Opening

What would the anime we love be without a memorable

Within a Session, the Opening is an important narrative tool that – although not indispensable – brings a strong stylistic aspect to the campaign, presents the group, and directs Students towards the main themes and the challenges that await them.

First of all, choose a suitable song to accompany the opening: once this has been chosen, it will be easier to define the narration times. You can take inspiration from anime featuring themes and styles similar to what you want to bring into play in your campaign, so as not to create the wrong expectations and misalign the theatre of the mind.

As always, the storyteller can experiment and modify these elements to suit their group's tastes, paying particular attention to the duration (the Opening shouldn't not be too long) and keeping the key points straight. The Opening is a powerful tool that defines the campaign, but it can disorientate players if used

Another tip for designing the Opening is to avoid unnecessary details and excessively long descriptions, focusing only on key elements that are easy to visualise, using a sharp, clear and very descriptive narrative.

The main steps of the Opening are described in the next pages, in the order in which they should be used.

How a Test Works

1 - Count the number of Traits



2 - Add 1d8 to the Pool per Trait



3 - Transform d8 to d6 based on Difficulty

4 - Apply Threat Traits and spend



5 - Roll the dice and hold the









WARNING: You will also have to keep all 1s on Negative Dice

Narrative authorities

The storyteller can:

- Add new Threats to a Scene
- Create locations
- Ask a player for details on a location or event that the storyteller has put into play
- Spend Consequences to make a Scene more difficult
- Spend Disasters
- Ask a Student to push their Limit to achieve something out of the ordinary
- Suggest how a Student can spend their Successes
- Suggest how a Student can spend their Triumphs

A player can:

- ❖ Decide how their Student will. act or react to something
- Decide which Traits to play
- Decide which Techniques to
- Suggest starting a new Romance
- Suggest details on a location or character put in the Scene by the storyteller
- Spend Successes
- Spend Triumphs
- Suggest how to spend Consequences to the storvteller
- Suggest how to spend Disasters to the storyteller

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HACK & SLASH

SJG 5965......\$24.95

Available Now!

If you're looking for a quick game of fantasy adventures, Hack & Slash has exactly what you're craving! Designed by Phil Reed and developed by Sam Mitschke and Randy Scheunemann, this fast-playing dice game is a surefire hit for savvy dungeon delvers.

In Hack & Slash, players compete as rival guild masters, sending their adventurers on quests. Your adventuring party contains eight meeples (your adventurers), and the quests are presented in a deck of cards. Each card requires a certain number of adventurers in order to attempt (the upper-left symbol) and has a target number that determines success (the middle-left symbol). On your turn, pick one of the four available cards, commit the required number of meeples,



and roll that same number of dice. If your dice roll equals or exceeds the target number of the quest, you succeed and add the card to your score pile, returning your meeples to your guild. Complete the quest and get the victory points listed on the lower left of the card!

If you fail on your first attempt at a quest, you have a second

chance, but only if you risk another one of your meeples! If you choose to commit one more adventurer to attempt a rescue, re-roll one of your dice. If you fail a quest, your committed meeples are moved to the Tavern, leaving your guild in shame. Fortunately, you can always go back to the tavern to try to recruit replacements. The Tavern isn't the only way to



increase the size of your guild. Some-



times your adventurers will meet a friend during a successful quest and you'll gain another meeple - along with the points awarded by the quest. These adventures feature a meeple symbol in the reward box, as shown on

Restore the Eye of the Idol.

The game ends when a player has run out of meeples or when there are no more quests to draw. When that happens, players compare their scores to determine the winner. Risk your meeples to get the most loot, or die trying!

This push-your-luck game fits right into our line of family-friendly, easy-to-learn games like Munchkin and Zombie Dice, and makes a

perfect addition to game nights of any skill level. With a playing time of about 20 minutes, a table of rowdy adventurers can easily get in multiple games per session!

Hack & Slash 2 - Whack Stash, our newest member of the party, adds a deck





treasure cards and new quests to reward your successful adventurers. What would a dungeon crawl be without some sweet loot? Designed by Steve Jackson and myself, it adds new mechanics while keeping the quick and easy feeling of the core game.

Treasure cards are generally worth points if you hold onto them until the end of the game, but each card also includes an ability you can use on a later turn. And some, like the Cantrip of Cloning, provide an ability as well as some extra points at game end. With this card, you'll get extra meeples whenever you roll doubles!

A few of these cards are very powerful artifacts that can also be used to increase your chances of completing future quests, but you'll have to sacrifice their points to gain their power.

The Break-Dancing Sword is worth a massive 3 points, but you can discard it in a pinch to re-roll your dice and save your team. It's up to you - immediate gains or glory in the end game!

If you're itching to get one of these treasures into your hands, you don't have to worry that you might not see one of these new quests during the game. You can always send one of your intrepid adventurers to Shop at Wiz-Mart, but an adventurer's safety is never guaranteed, even on the most



mundane quests. These little additions make this expansion easy to integrate into the base game while keeping the fun fast and frantic.

Look for Hack & Slash on store shelves now, and keep an eye out for the release of the loot-filled expansion Hack & Slash 2 - Whack & Stash!



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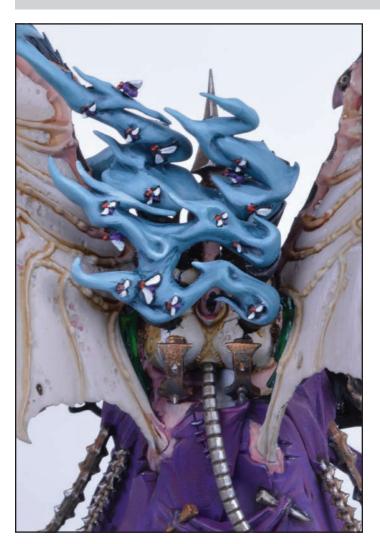
FS5100

MSRP \$74.95



Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintipobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.



PAINTING SMOKE (AND HOW IT CAN DIFFER FROM FIRE)

As miniature-making technologies continue to advance, we've seen and increase in the number and variety of physical representations of elements that, while incredibly atmospheric, would not be considered "solid". Fire, water, and smoke are just a few of these effects we can now enjoy painting!

In my opinion, one of the most straightforward for us to paint is smoke. While it's not a solid, it is the one that most appears like a solid and can be treated in a similar way. Smoke captures light, reveals highlights and creates shadows, based on a light source that isn't neccessarily the source of the smoke itself.

In the examples I've shown on these pages, most of these smoke effects are produced by some low-temperature source that isn't going to really impact where the lighting comes from for the overall model. This way we can incorporate the light source affecting the whole model, which is typically considered to come from overhead (directly or at a slight angle) which will mean highlights on the top and shadows on the bottom. This is different than when painting fire, which will be brighter the closer you get to the source of the fire, regardless of where it is on the miniature.

Toxic, noxious, or magical sources of smoke encourage us to have some fun by adding in colors that we might not normally expect, such as vibrant purples, blues, or greens.

> The models used as examples on these pages are from either Games Workshop's Warhammer 40,000 and Warhammer: Age of Sigmar ranges or from Steamforged Games Chamber of the Serpent Folk set.

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Over a black spray primer, spray a white spray primer from above to enhance natural shadow areas.



Carefully paint a thinned wash of your smoke color into the recesses. In this case it was Vallejo Model Color Blue Green.



To connect the smoke with the deeper shadows, paint between the two areas with a mix of the smoke and a mid-tone grey. In this case it was Vallejo Model Color Blue Green and Basalt Grey.



To connect the smoke with the highlights, paint between the two areas with a mix of the smoke and a white. For me that was Blue Green and Vallejo Game Color Dead White.



Highlight the smoke with white. I used Vallejo Game Color Dead White.



Finish off the details in this case the snake creature's face and base - and you are good to go.

MIXING YOUR SMOKE

Your smoke can be painted in a variety of ways, and not all of them need you to do too much. For the smoke plume to the right, the addition of a magical, glowing green was kept close to the "source" of the smoke, while the rest was simply left with the black and white prime from Step One above.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and



shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life

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STARFINDER RPG: INTERSTELLAR SPECIES HARDCOVER (PZO 7120)

From Paizo Publishing, reviewed by John and Isaac Kaufeld

When Paizo's Starfinder roleplaying game launched, players

could choose among only a handful of species options for their characters. As the number of rule books in the game increased, they delivered lots of new species options, to the point that it was hard to keep track of everything.

Paizo delivers a solution to that problem in the new *Starfinder Interstellar Species* book. The book gives more species backgrounds, more general information, more character options, a new character class, and even the long-awaited custom species builder. It's all in one you-mustown-this book.

So let's grab the tome from the shelf, reserve a spot at your favorite study table, and dig into the top five things you need to know about *Starfinder Interstellar Species*.

DIGGING INTO THE WHY

The species section of the book opens with a visual overview of 100 playable species previously introduced into the game. The overview provides a sample image of each species, and also serves as a cross reference by pointing you to the original source material.

For the games' original seven species — and a selection of 25 others chosen through player surveys — the book goes into depth with new background material and even game design notes. Why are Shirren so different? Shouldn't Ysoki be small instead of medium? Why was the Veskarium's militaristic approach a game design choice?

This section answers a lot of "why" questions while adding giving players and game masters some reflective questions to spur everyone's creativity.

EXPLORING THE BOOK'S CROWN JEWEL

The *Interstellar Species* book's long-awaited Custom Species Builder is a master course in breathing life into a fictional species.

Instead of giving you a step by step process to create a species, the custom species builder outlines various aspects of a fictional species, that you, as the creator, need to think about. These include everything from basics such as how members of a species move and sense their world to larger questions about culture and home world environment.

This section is invaluable for anyone who wants to create their own Starfinder setting or is interested in building a well-rounded science fiction universe for short stories, books, or other creative outlets.

THE EVER-CHANGING EVOLUTIONIST

The Evolutionist class gives players the most wildly flexible class option yet available in *Starfinder*. Evolutionists are solid combatants at range or in melee as they turn parts of their body into dangerous natural weapons.

The real magic of this class is the combination of a character's chosen niche and mutation points gained during combat. The niche defines how your character evolves, whether through arcane,

mechanical, natural, or some other means. The mutation points give your character boosts during combat, but also deliver a drawback depending on your niche.

Paizo confirmed a correction to the Evolutionist's skill ranks that you'll want to write into your book. Evolutionists begin first level with four skill ranks plus their intelligence modifier. The Flexible Skill class feature raises that to six plus intelligence modifier at 9th level and eight plus intelligence modifier at 17th level.

NEW CLASS OPTIONS FOR EVERYONE

Every current character class gets something new and interesting from *Interstellar Species*, all of it colored with species-driven reasoning and explanations.

For example, the Blohacker's new class feature uses sonic weapons to deliver biohacks rather injections or vapor, an ability coming from the Urog species. The new Nanocyte knacks harken back to the aquatic Cephalumes, a species of bioelectric arthropods.

We were very excited about the two new drone chassis options that Mechanics receive. We expect to see a lot of Stormscout and Tunnel drones future games.

USING THE BOOK IN SOCIETY GAMES

Kudos to Paizo's Organized Play team for publishing the *Starfinder Society* rulings for the new book very quickly after it was released. Although players can't create their own species for Organized Play (which makes perfect sense), their characters still get a lot of new options for Society games.

You can find the Organized Play rules for the *Intergalactic Species* book on the Paizo website at **Paizo.com/starfindersociety/characteroptions**. Review them carefully, then go wild with the class options and go deep with the species background explanations.

VERDICT

We spoiled the verdict a little in the introduction, because we think this is a must-own book for Starfinder players and game masters — writers, too — who love the game's setting and want to carve out their own piece of it.

The new Evolutionist class already has our imaginations spinning with character possibilities, particularly since the class starts out with a combat orientation, then transitions to an Operative-like skill machine at higher levels. The various niches help your imagination go a little wild, too. This class will be amazing to see in action.

The species reference material provides invaluable material to understand what's going on in a player character's mind. Serious role players will find plenty to love. We definitely recommend this book.

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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G.I. JOE: DECKBUILDING GAME (RGS 02237)

From Renegade Game Studios, reviewed by Brian Herman

YPP.	13 & Up	#	1 - 4 Players
0	30 - 70 Minutes	8	\$45.00

One of my absolute favorite properties to come out of the 80's was the *G.I. Joe* action figure and cartoon/comic series. I remember fondly as a child saving up allowance and lunch money to grab a couple figures at the end of every single week until I had shoeboxes overflowing with them. I was so very invested in the story of *G.I. Joe* versus Cobra. I had vehicles and stickers and a lunchbox and spent my days thinking of the figures I was yet to get. When I saw Renegade Game Studio's *G.I. Joe The Deck-Building Game*, the inner child in me squealed with delight. I couldn't wait to unwrap it and shuffle up the cards for my first game, I didn't even care if it was good or not. Fortunately, it's not only a good game, but now one of my favorite deckbuilding engines in recent memory and has become a favorite here at the house.

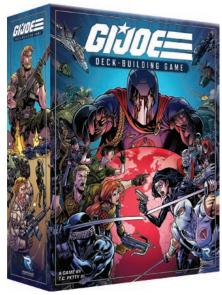
G.I. Joe The Deck-Building Game is a cooperative game for 1-4 players where each player works together to navigate through one of two story missions in the main box, and more to come with expansions. First, the story deck is setup with three acts each comprised of two randomly selected story missions and one finale story mission for that act. Face up decks of Cobra officers, troopers, and battalions

are set near the game board to be pulled out when instructed and a face down deck of "Complications" is set nearby as well. A Cobra "Threat Meter" is set according to the number of players with a tracking token set in the very first space and the Main deck cards are shuffled with a line up created of 6 random faceup cards available to purchase. A "Hangar" is set at the bottom of the play area with a single Vehicle available initially, the trusty "Vamp," a 4-seater Jeep. Finally, each player receives a starting hand of a Leader character, a few miscellaneous



utilities, and rookie recruit G.I. Joes to start the journey.

At the core of the gameplay are the story missions. Each one is different and requires either a certain skill or combination of skills to attempt to complete as laid out on the card. On each player's turn, they may play all or some of the cards in their hand, and then converse with the other players as to whether they want to attempt a mission or not. If it is a story mission, any players may add one or more G.I. Joes from their hand to go on the mission with the active player, the only caveat being that missions require a vehicle from the "Hangar" and more Joes cannot be played than the vehicles capacity. Once Joes have been assigned, players calculate the skills being used to attempt the mission and roll that many of the included dice, attempting to meet or exceed the value listed on the mission card. Certain cards marked with an "M" can be played mid-mission by any player participating in that mission. Whether or not a mission



succeeds or fails, the active player can then use the "recruit points" generated by the characters they played to add a card from the line-up to their deck, getting successively stronger as turns progress.



If that's not enough, the Shadow of the Serpent expansion adds two more missions, extra cards, characters, vehicles, and a "Command Center" that is placed near the hangar as a series of tiles with costs listed on them. On a player's turn, instead of buying a card from the lineup they can pay the cost of one of these tiles to activate a section of the command center that has a power that can be used by all players on subsequent turns.

I can't say enough good things about G.I. Joe The Deck-Building Game. As a superfan of the intellectual properly, it completely encapsulates the

feel of the old school series and brought me back to being a kid collecting action figures and vehicles to wage war against the ruthless terrorist organization Cobra, bent on world domination. I can't wait to see what Renegade Game Studios does next, hopefully there are more expansions and missions to come guaranteed to make players around tables shout "Yo Joe!"

•••

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



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GIFT OF TULIPS (GIR 09000)

From Weird Giraffe Games, reviewed by Whitney Grace



Tulips are a cultural symbol of the Netherlands due to tulip mania in the seventeenth century. Sara Perry was inspired to make the floral-centric *Gift of Tulips* after a trip there. She wanted to share the joy she felt connecting with her heritage and decided the best way would be to create a game centered around the beloved tulip.

20 Minutes

\$19.99

The premise for *Gift of Tulips* is as simple as picking flowers: players assemble bouquets with different tulip varieties to rank high in Amsterdam's tulip festival.

The game is designed for two-six players with gameplay I asting twenty minutes. Its contents consist of 96 tulip cards, 6 reference cards, 8 festival cards, 1 tulip tracking card with 4 tracking tokes, 1 best bud 6 scoring cards, and 6 player tokens. There are four varieties of tulip cards, each a different color tulip tracking card with 4 tracking tokes, 1 best bud card, 6 scoring cards, and 6 player tokens. There are four varieties of tulip cards (pink, purple, blue, and orange) printed with different numbers. Players use the tulip cards on their turn to earn points and to perform an action: keep the card, add it to the festival, or give it to another player.

To set up the game, four festival cards (each is labeled 1st-4th place) are laid in the playing field's center; this area is called the festival. The tulip deck is shuffled, and two cards are drawn from the top. The card with one with the higher number is set in the first-place spot and the lower number in second. Players are dealt two cards - they choose which card to keep, to start their bouquet, and which to add to the secret festival pile.

On their turn, players draw one card from the tulip deck, complete one of the three actions, draw a second, then they must perform a different action. The competition of the second action ends a player's turn.

Points are allotted throughout the game based on the actions. Keeping a tulip adds points to the player's bouquet, while sharing flowers awards points to two players. There are two ways to add a flower to the festival, attach it to the same ranking variety or place it in the secret festival pile. When the entire tulip deck is dealt, the festival cards in both the ranked tulips and the secret pile are added and awarded to the players.

Other than some minor action intricacies, Gift of Tulip's rules swiftly eases players into the tulip festival. What I love about the game is how it is designed to be nice. Gift of Tulips rewards generosity by making the sharing action the fastest and easiest way to earn points. Also using the size of the tulip deck to determine the game's time length creates a leisurely pace.

The truest manifestation of the game's "nicety" is the flower theme. Flowers, especially tulips, are associated with beauty, tranquility, and springtime renewal. Bouquet assemblage is an expression of love and a tranquil art form, so setting the game in picturesque Amsterdam fits the overall theme so very nicely.

The storage box and tulip cards' illustrations bear glorious portrayals of multicolored flowers, but the art is limited to only four tulips. This makes practical sense for production and keeping gameplay simple, but I would have loved to see even more colorful tulip designs decorating the play area. Perhaps we may see an expansion with new tulip varieties or flower species that could be added in the future?

Gift of Tulips is the perfect game for casual to hardcore gamers, especially those who want a break from hardball competition to tiptoe through the tulips.

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed



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kiwi bird.





GAMEMASTER: CHARACTER STARTER PAINT SET (TAP GM1004) & WARPAINTS: COMPLETE PAINT SET (TAP WP8022)

From The Army Painter, reviewed by Thomas Riccardi

14 & Up # 1 Plaayer
30 - 90 Minutes \$49.99/\$399.99

When I was first introduced to the gaming hobby back in the late 70's, game stores were just beginning to stock miniatures being released for all types of gaming. From historical wargaming which depicted battles from ancient civilizations all the way up to World War II, to fantasy and sci-fi minis that could be used in either tabletop wargames or RPGs, there wasn't a shortage of minis to choose from. Today there are still a lot of companies releasing miniatures, but what about paints? You will want to use the right paint to make your miniatures stand out on the tabletop, so which do you choose? Leave it to the folks at The Army Painter to give you two different offerings to help get you started.



For those that want to just have a taste of what The Army Painter can do for your painting needs and not break the bank, then the Gamemaster: Character Paint Set is for you. This set comes complete with 20 acrylic paints: 15 colors, a brush-on primer, two metallic paints, and two washes. And, of course, The Army Painter has included a brush so you will have everything that you need to start painting right out of the box.

There are also five miniatures included within this set so so you can get started painting right away! These fantasy miniatures include a tiefling warlock, a human fighter, an elven ranger, a dwarven cleric, and a human rogue. Each of the miniatures are designed to snap together and as an additional bonus, an adventure is included that can be used with *any* roleplaying system!

If you are new to painting, there's a guide on how to paint each miniature included as well as this will get you started and teach you the basics on how to paint the enclosed minis. And this is the first in a series of sets that are going to be released that will give your next RPG session what it needs in the way of not only more minis but terrain and even dungeons as well!

What if you wanted to paint more elaborate color schemes, or even entire armies? Well, you will need a dynamic range of paints to help you with that project, and The Army Painter has you covered!



The Warpaints: Complete Paint Set contains 124 paints covering a range of colors that can be used on anything from alien creatures or military uniforms. There is also a wide selection of paints that can be used as a variety of skin tones ranging from tanned to various types of monster flesh such as centaurs and kobolds, and the various metallic paints that can be used for everything from fantasy armor to imperial space marines.

Instead of trying to make your own washes there are a wide variety included within the set that can be used to pull off some rather spectacular effects. And speaking of effects there are four paints that are included such as Disgusting Slime and Glistening Blood to give your miniatures that added a bit of depth and color.

And, of course, this set contains a brush-on primer, matte and gloss varnishes, as well as a quickshade mixing medium so you can blend these paints into whatever your models call for. The best part is that each of these paints are packaged in an 18 ml stopper bottle which not only prevents the paints from drying out but allows you to administer the exact amount of paint that you need.

The Warpaints: Complete Paint Set also comes with five brushes that can be used for either the finest detail or for more general tasks such as drybrushing. These brushes are of the highest quality and will allow you to paint even the finest details with ease. For those that are new to painting miniatures there is a guide on how to paint covering everything from basic techniques to even more advanced ones to give you elaborate results for your miniatures.

Whether you are a novice at painting miniatures or have been painting your entire life, The Army Painter has a wide variety of products that can assist you in any project that comes across your desk. For more information about their products along with tutorials, color conversion charts and so much more head over to https://www.thearmypainter.com and get ready to paint some minis!

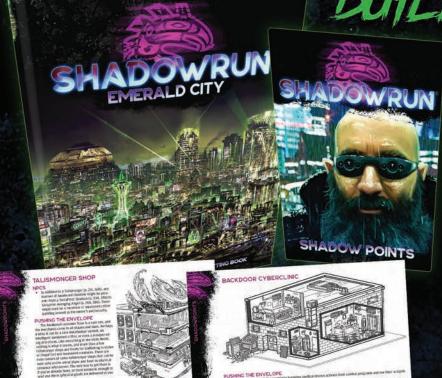
When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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BUILD YOUR RUN!



The Sixth World setting is the heart of Shadowrun, and two new products help players bring the world to life in their games.

Emerald City is the Seattle sourcebook for Shadowrun, Sixth World, detailing all the districts of the city including information on the people and places that make the district move and shake. With vivid information on people and places along with qualities that help shape characters who might come from each district, this book helps weave the city into your game in new ways.

Shadow Points also brings locations to life. This deck of cards details thirty locations that can be dropped into any city in the Sixth World. These include a cubicle farm, police station, shopping mall, and more. With information on entrances, exits, security, and more, this deck makes it easy to work in a wide range of locations into any mission, keeping the action moving while throwing new challenges at the players. While it's designed for Shadowrun, Sixth World, Shadow Points is useful to anyone who wants a working list of beautifully illustrated cyberpunk locations!





THE GREAT GTM GIVEAWAY: & BREAD EDITION!



Greetings GTM Fans!

For our February issue, Game Trade Magazine and Game Trade Media are teaming up with Capstone Games to bring you a brew-tastic giveaway!

One lucky winner will a copy of Beer & Bread courtesy of our friends at Capstone Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on January 31st and will close on February 20th, so don't delay!

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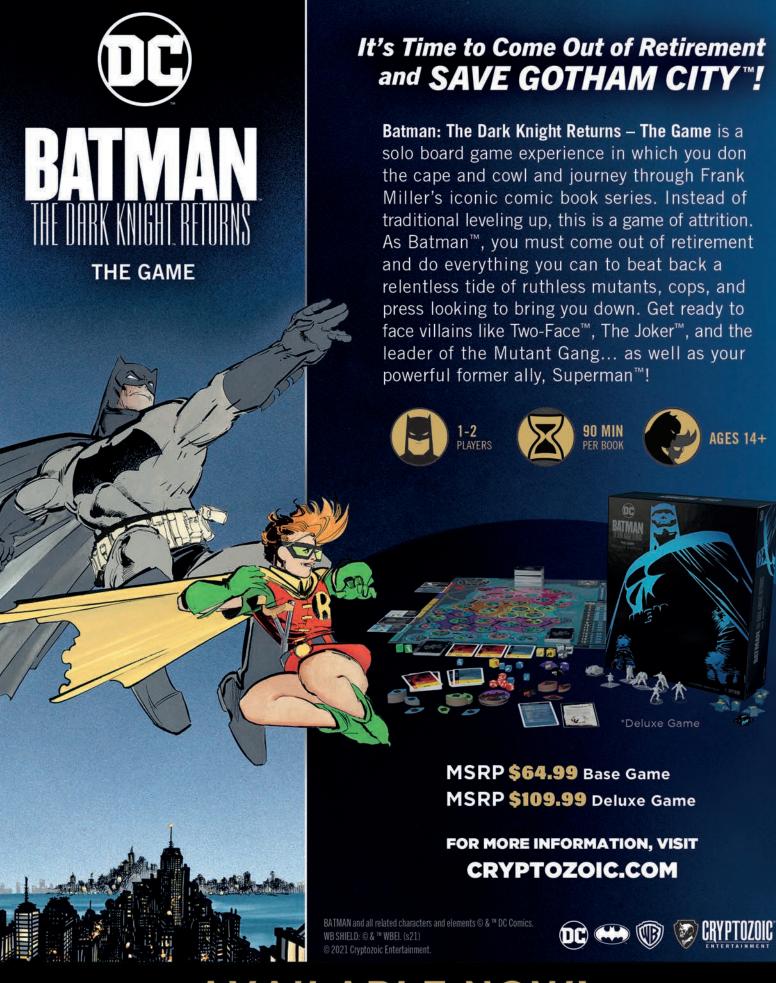


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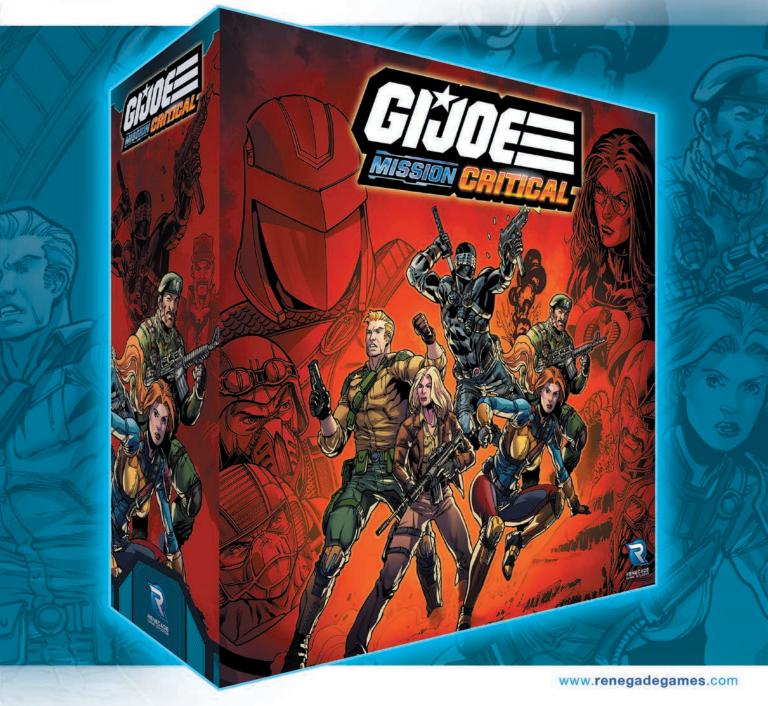


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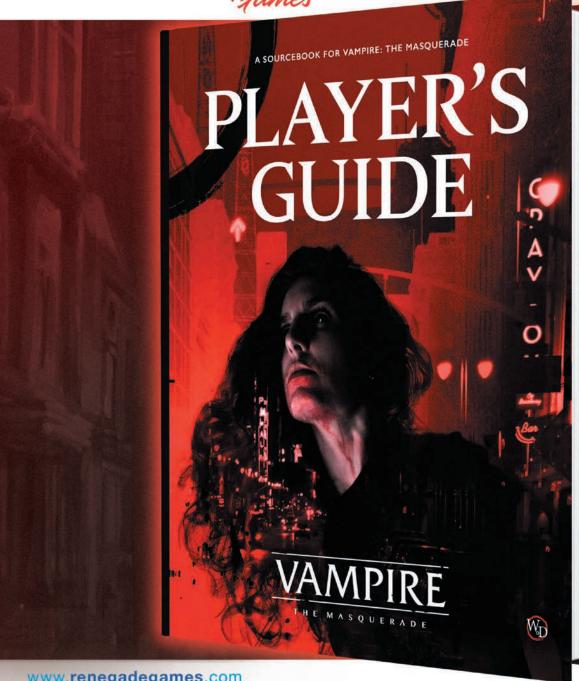
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